

Advanced Dungeons & Dragons® 2nd Edition

Monstrous Compendium



Appendix



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Distributed to the book trade by Random House, Inc., and in Canada by Random House Ltd. Distributed to the toy and hobby trade by regional distributors. Distributed in the United Kingdom by TSR Ltd.

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ISBN 0-88038-871-4

About This Product

The SPELLJAMMER™ fantasy setting was introduced in late 1989. It took the AD&D® game into a new realm—the realm of space. A handful of new monsters were introduced, and a bunch of old favorites (beholders, mind flayers, lizard men, etc.) were given new life in new worlds. But these were a starting pack at best. Something, as they say, had to be done.

Folk from many different departments at TSR came together to design this project. They were attracted by the challenge. They were attracted by the downright weirdness of it. But most of all, they were attracted by the idea that the money that would normally be spent for freelance design would go into the Party Fund, so we could throw a few bashes that were more than a bathtub full of soda and some cheese logs.

It was an experiment, and here are the results. More than 50 creatures of space: new races, stowaways, hazards, and natives of wildspace and the Flow. The powerful and the wimpy, the awe-inspiring and the amusing.

Just so you know whom to blame when the giant space hamsters chew your rigging to bits, or your favorite mage ends up on the bad side of a jammer leech, here is a list of who did what.

Jeff Grubb: Design Coordinator & General Noodger
Karen Boomgarden & Newton Ewell: Esthetic, Lakshu, Reigar
Tim Brown: Focoid, Gravislayer, Plasman
William W. Connors: Clockwork Horror, Radiant Golem
Troy Denning: Blazozoid, Misi
Dale Donovan: Pirate of Gith, Spacesea Giant
Andria Hayday: Lumineaux
Bruce Heard: Aartuk, Rogue Moon, Space Mimic
Dale "Slade" Henson: Symbiont
Harold Johnson: Argos, Beholder-kin, Fractine, Mortiss
J. Paul LaFountain: Astereater, Phlog-Crawler
Jim Lowder: Albari, Jammer Leech, Zard
Blake Mobley: Plasmoid (DeGleash, Dralad, Ontalak),
Wizshade, Zodar
Kim Mohan: Nay-Churr
Roger Moore: Furnace Golem, Giant Space Hamster,
Grommann, Infinity Vine
Bruce Nesmith: Ancient Mariner, Asteroid Spider, Colossus,
Delphinid, Dizantar
Doug Niles: Chattur, Hadozee, Puffer, Rastipede, Syllix
Jean Rabe: Lutum, Murderoid, Spiritjam
Steven Schend: Q'Nidar
Skip Williams: Wiggle, Wryback
Steve Winter: Rock Hopper, Slinker, Survivor
Have fun in the Spelljammer Universe!

Aartuk



	Warrior	Elder
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Tribe	Tribe
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Average (8-10)	High (13-14)
TREASURE:	Q (I)	W (I)
ALIGNMENT:	Lawful evil	Lawful evil
NO. APPEARING:	10-100	1 per tribe
ARMOR CLASS:	6 (6)	5 (6)
MOVEMENT:	6 (6)	5 (6)
HIT DICE:	2+1	5+1
THAC0:	19	15
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-8 (pellets)	5-30 (fire seeds)
SPECIAL ATTACKS:	Nil	Spells
SPECIAL DEFENSES:	Nil	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6' tall)	L (8' tall)
MORALE:	Steady (11-12)	Elite (15-16)
XP VALUE:	120	3,000

The aartuk are nomadic vegetables organized into small tribes. One elder leads each tribe. Constantly seeking worthy adversaries, they are religious fanatics that view war as the ultimate form of art.

The warrior and elder aartuk look the same. The aartuk body has the general shape of a star. It is covered with thick, flexible bark, similar to spiked leather. The aartuk moves on its branches, the tips of which end in suction cups that the aartuk uses to hold onto vertical or inverted surfaces. Each suction cup houses a cluster of three retractable pseudopods that can be used to handle small objects. The head of an aartuk stands on a six-foot-tall, snake-like stalk that can coil in and out of the center of the star. The head is oblong in shape, with a hole on one end surrounded by three black lumps. These are the sensory organs of the aartuk, which enable it to detect movement via vibration, smell, and infrared vision. The aartuk cannot see visible light.

Aartuk come in a variety of strains. There are tribes of grey specimens that favor sandy or very dusty environments. Some tribes look more like rough stones, ranging from light brown to dark grey. Other tribes let mosses, mushrooms, and other small plants grow on their limbs; these types generally prefer to live in dense foliage. In all cases, aartuk are capable of concealing themselves in their natural environment (80% chance of success if the viewer is 30 or more feet away).

Combat: Aartuk can spit a secretion through the opening in their heads. The secretion solidifies upon contact with air and forms a rock-hard pellet that causes 1d8 points of damage. The range and other effects of the pellet are identical to those of a regular sling bullet. An aartuk can shoot one such pellet per round of combat, without any penalty for close combat.

Instead of shooting a pellet, an aartuk may choose to shoot forth its gooey tongue to entangle an adversary. The sticky tongue is effective up to a maximum distance of 30 feet. When attacked by the tongue, the victim must roll a successful Dexterity check or become immobilized. An unconscious victim is automatically entangled. A successful Strength check is needed to pull free of the sticky tongue, with a cumulative -1 penalty per round of continuous immobilization.

The goal of the aartuk is to pull the victim to the center of its



body. The head then coils back into the center of the body to hold the victim down, while the branches roll back to crush the victim. The aartuk thus causes 1d8 points of damage per round to an immobilized victim. The aartuk does not use its branches for combat in any other fashion.

An elder aartuk fights as a warrior, with the addition of priest spells and a more potent missile weapon. The elder's pellet has twice the range as that of a warrior. The pellet produces a small spark on impact. In normal space, the spark has no effect other than tipping off opponents to the real nature of the elder—which is not apparent to humans. In the phlogiston however, the spark ignites a fireball that causes 5d6 points of damage. The elder usually does not fight when sailing through phlogiston, in order to avoid accidentally harming itself or other aartuk warriors that could be in the area of effect. By instinct, the elder prudently curls up its front branches just before spitting a pellet.

The elder is capable of casting spells as a 4th-level priest with a Wisdom of 14 (five 1st-level spells and two 2nd-level spells). It must pray to its god (as a normal priest) to regain its spells. Aartuk elders are likely to have the following spells:

If prepared for combat: *Cause fear, curse, command, darkness, magical stone* *, *chant*, and *flame blade*

When traveling: *Detect good, detect magic, endure cold/heat, protection from good, sanctuary, charm person or mammal, and know alignment*

* The elder may cast *magical stone* on up to three pellets. Although the affected pellets have not yet been secreted at the time the spell is cast, it nonetheless remains effective until all three pellets are actually shot, or until the spell reaches the end of its normal duration. It enables these pellets to hit monsters that only magical weapons can affect. The damage is the same, but the effect vanishes when the pellet hits a target or an obstacle.

Aartuk warriors normally avoid harming opponents they believe to be able to control spelljamming devices. They try to capture and drag such opponents away from the scene of a combat. If a fight went against them, aartuk would retreat, taking their prisoner

Aartuk

with them.

Habitat/Society: Aartuk can be found anywhere in areas of wild-space or beyond, in the phlogiston. Tales and legends of their past indicate that their original world was destroyed by the Tyrant Race. Aartuk vow an ancestral hatred toward beholder-kin, and they go to great lengths to cause these creatures any kind of harm in their power.

Several individuals once managed to get aboard spelljamming ships and eventually took them over. There are now many tribes with flotillas of ships captured from fallen enemies. The elder of a tribe is the only aartuk in that tribe capable of piloting a spelljamming ship. Slaves are used to control other ships in a flotilla. Once they capture a ship, the aartuk proceed to modify to make it resemble their preferred environment. Depending on the tribes, ships can be made to look like rocky asteroids, suspended gardens, dusty wrecks, etc. Aartuk cannot make spelljamming devices of their own.

Aartuk do not value precious metals, other than as lures for potential victims. They appreciate gems (their currency), magical weapons, and art pieces related to the topic of war, which they keep as war trophies. Some rare aartuk magical items with various powers are worn as torques at the base of their head stalks, within the cavity at the center of their bodies. These items may improve Armor Class or grant special abilities common to magical rings (such as invisibility, mind shielding, regeneration, or telekinesis). These are typically reserved for the aartuk aristocracy and the elders (see the "Elders" description below for both). Humanoids can use aartuk magical torques, wearing them as arm bracers. Only one such item can be used at a time (wearing two prevents either from functioning). Aartuk cannot use any other types of magical items.

Aartuk live and die for war, which is linked to their religion and reproductive system (see "Ecology"). Aartuk are known to attack small colonies or isolated warships. When they encounter an obviously weaker opponent, aartuk find it more honorable to take prisoners and question them about the location of a more suitable opponent. They later release all these prisoners (except potential slave pilots) after taking away any gems or war trophies. Different aartuk tribes occasionally ally to attack larger targets, but they generally have no intertribal contact.

Warriors without an elder are likely to seek another tribe of the same breed; they will offer great war trophies to be accepted as tribe members by the new elder. If warriors do not have a slave pilot, they drift in space, hoping for an unsuspecting vessel to board them. They either attempt to take over that ship—with its pilot alive—or give away part of their treasures to buy themselves safe passage. Aartuk usually are true to their word and will respect a reasonable agreement.

Aartuk are air breathers and are capable of speech. They need their ships to retain sufficient air, food, and water to travel long distances. They also rely on their elder leader, who can filter stale air to produce oxygen sufficient for 50 aartuk. Because of this limitation, aartuk are not known for not keeping prisoners very long. These are either set adrift on a raft, or unceremoniously dispatched to the storeroom.

Aartuk speak various dialects specific to their breeds (rustles, snaps, clicks, pops, and whistles). Aristocrats and elders are likely to speak another two or three more tongues among those languages commonly used in their region (or pick at random: Elven 01-20, Human Common 21-40, Beholder 41-70, Neogi 71-80, Dracon 81-90, the Arcane tongue 91-95, or Illithid 96-00).

Aartuk worship deities of various origins, though all of these

are evil patrons of war. Some tribes have adopted the worship of human deities or those of other monstrous creatures. The elder provides the clerical guidance for one specific deity. Aartuk normally burn their dead and keep the ashes (and magical items, if any) within urns. These urns are taboo and no aartuk dares tamper with these for fear of waking the dead.

Ecology: Aartuk can ingest any kind of nourishment. They normally cook their food and can prepare sophisticated dishes. They absorb their food through an opening underneath their bodies.

An aartuk reproduces by infecting an unconscious victim with a virus that progressively turns the victim's flesh to jelly in a few days. The victim loses 1d6 points of Constitution per day until death occurs or until a *cure disease* spell destroys the virus (a *convalescent* recovers 1 point of Constitution per day). A fully grown aartuk warrior—with the memories of the warrior who infected the victim—emerges from the jelly in one month.

Aartuk infect victims by leaving their tongues on a open wound for three rounds. Aartuk view the "gift of birth" as a sign of respect and honor toward a victim. The infection of a victim is a religious ritual that must be overseen by the elder of the tribe. There is no gender among the aartuk.

The bodies of aartuk, either dead or alive, provide no useful components for magic, though the slime on their tongues makes an effective glue when boiled to the appropriate concentration. The tongues may be hung and left to dry for several weeks, which produces an average quality rope. When properly fermented, the sap of elders makes a beverage greatly desired by beholders. An elder provides enough sap to brew a small keg of *aartukia*. A shrewd merchant could get several thousand gold pieces for the sale of a single keg.

Elder Aartuk

The elder is a very old, wise aartuk warrior. It is clear when a warrior aartuk is becoming an elder because it "blooms." This normally happens when a warrior Aartuk reaches 70-90 years of age. Depending on its breed, the aartuk's "flowers" may look like rocky outgrowths, very colorful mushrooms, or sweet-smelling, exuberant orchids.

During that period, the aartuk becomes the equivalent of the human "aristocrat." Although the aristocrat is identical to a common warrior (in game terms), it is nevertheless treated with much deference by its fellow warriors, and it does not have to undertake menial duties. This increased respect is explained by the fact that an aartuk's blooming signifies either its imminent death or its final transformation to elderhood. The flowers last for about one Earth year, after which they wither and fall off. At that point, the aartuk must roll a successful saving throw vs. death magic or shrivel and die as well.

If it survives, the aartuk sheds its skin and regains a newer, stronger vitality. It is then hailed as a new elder, and it soon leaves with a small group of younger followers to start another tribe. A new elder lives another 40-60 years, after which it dies of old age. A new tribe is traditionally granted one spelljamming ship and, whenever possible, a few slave pilots and some treasure. If the mother tribe has only one ship, the two elders fight a traditional duel that ends in the death of one of them. The survivor takes over the tribe.

Aartuk can tell an elder from common aartuk by its smell. Other races that do not have a keen sense of smell cannot readily tell the difference. Elders are immune to those spells or magical effects that either control the physical movement of plants or alter their physical shapes.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Any or nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
ARMOR CLASS:	8
MOVEMENT:	1, Fl 33 (B)
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-3/1-3 or 1-2/1-3
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	75%
SIZE:	S (3'-4' tall)
MORALE:	Steady (11-12)
XP VALUE:	4,000

The albari are a race of magical, bird-like creatures that are equally at home in wildspace or the phlogiston. They are dedicated to the cause of chaos and seem to exist for no other reason but to throw other beings' lives into unrest.

An albari possesses a long, almost-human face with a wide beak and slanted, beady eyes. No ears are visible, though an albari's hearing is very keen. The creature's face, like the rest of its body, is covered by short, oily feathers. These range in color from pure white to sooty gray, with the male's coloration tending toward the lighter shades. An albari's wings are impressive, and many specimens have been found with wingspans of up to nine feet. Small, clawed hands can be found on the wings, about halfway along their length. The creature uses these for simple manual tasks, like eating. For more complex activities, the albari uses its feet. Graced with a strong opposable digit, an albari's feet are much like human hands, with the main difference being the number and type of "fingers." Three sharply taloned digits and one thickly clawed opposable thumb rest at the end of both the albari's long, jointed legs. All albari are practiced in balancing on one leg and using the other to manipulate objects.

They speak their own high-pitched, shrieking language, as well as various trade dialects and the languages of many spacefaring races.

Combat: Albari avoid physical combat whenever possible. If forced into a physical confrontation in the air, they attack with their two taloned feet, which cause 1d3 points of damage each. On the ground, they attack first with their beaks, inflicting 1-2 points of damage, then with one foot for 1d3 points.

Magic, specifically illusion, is the preferred weapon of the albari. All albari have the ability to become invisible at will. They can cast *change self*, *ventriloquism*, *blur*, and *misdirection*, each twice per day. They can cast *phantasmal killer*, *dream*, *hallucinatory terrain*, and *mislead*, each once per day. As any albari's motivation can change with alarming speed, it is difficult to state exactly how these spells will be employed. However, it's safe to assume that they will always attempt to confound their enemies with illusions before running away.

Habitat/Society: Though albari revel in chaos, there is often a method to their madness. An albari will decide upon a specific



course of action—say, insuring that a ship gets hopelessly lost in the phlogiston—and stick to it for a short period of time. On average, this period is 1d6 days. At the end of that time, the creature might then change its mind or decide to continue. Albari usually do the former. They can be hard set upon ruining a ship one moment, then try everything in their power to save it the next.

They use their illusionary powers to sow chaos as much as possible. Often, an albari will use a *dream* spell upon the captain of a passing ship, simply to cause him to change course. They sometimes make short-term deals with other creatures in space, such as murderoids, agreeing to lure unwary ships to their doom. On the other hand, albari have also been known to lead ships to vast treasures for little or no reward. Their favorite trick, however, is to trail a ship until it get into a combat situation, then fly to the opposing ship and reveal everything they know. Of course, the albari can lie in this situation, too.

Because albari need air to breathe, they often tag along inside a ship's air pocket in the phlogiston, remaining invisible, but casting an occasional spell to keep things lively aboard the vessel they've adopted. Albari frequently sneak aboard ships, too. Then they are often magically disguised as a halfling, rock hopper, or other small humanoid.

Causing trouble takes up most of the albari's time, though pairs occasionally get together to mate. Young albari spend a few weeks hidden in a haphazardly constructed nest before venturing out on the unsuspecting world. These nests can usually be found almost anywhere secretive, though, true to the albari's nature, nests have been found in the middle of busy ports.

Ecology: The albari is hated by most intelligent races throughout the spheres. Some creatures, like the neogi, slay an albari on sight. Few economic uses have been discovered for the albari, however. Its meat is tough and foul-tasting, and its feathers are far too oily for ornamental use. On a few worlds, heavily treated albari-feather pillows are a status symbol, more for their rarity than their utility.

Ancient Mariner



CLIMATE/TERRAIN: Phlogiston

FREQUENCY: Very rare

ORGANIZATION: Crew

ACTIVITY CYCLE: Any

DIET: None

INTELLIGENCE: Very (11-12)

TREASURE: H

ALIGNMENT: Chaotic evil

NO. APPEARING: 1-6

ARMOR CLASS: 4

MOVEMENT: 9

HIT DICE: 5+3

THAC0: 15

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-6

SPECIAL ATTACKS: Energy drain

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Nil

SIZE: M (5' tall)

MORALE: Elite (14)

XP VALUE: Normal: 2,000

Captain: 3,000

Mariner shadow: 650

An ancient mariner is the undead spirit of a member of a long-lost evil race that once sailed the phlogiston seas.

A true ancient mariner is basically humanoid in appearance. Its neck is a little too long and its torso is somewhat compressed compared to those of a human. The eyes and jaw bulge out from the face. Its voice is quavery, as if being heard from a great distance.

An ancient mariner is partially transparent. It is seen wearing the bright, garish clothing normally associated with pirates and buccaneers. It appears as it did on the day it died, causing each to be unique. This may mean an eye patch, scars, or even a wooden peg leg. While the mariner might carry a weapon of virtually any type, this is also ghostly and cannot cause damage.

Combat: The chill touch of the ancient mariner inflicts 1d6 points of cold damage and causes the victim to lose one level. As with other undead that use this attack form, this effect reduces the Hit Dice, class bonuses, spell abilities, etc.

They can be turned as wights by priests. Like most undead, ancient mariners are immune to *sleep*, *charm*, *hold*, and cold-based spells. They are immune to any type of mind control spell as well. They can be hit only by magical weapons.

Any creature killed by the energy drain of an ancient mariner becomes an mariner shadow with most of the abilities of a normal shadow. The newly formed undead obeys the ancient mariner completely. (Beings killed by these shadows are merely dead, and do not become shadows or any other form of undead.) A mariner shadow retains its former appearance, though it is now partially transparent. The power of the ancient mariner is such that all of the victim's equipment stays with it, becoming ghostly as well, unable to touch or be touched by living hands. The equipment cannot be used by the mariner shadow.

Habitat/Society: Ancient mariners are found only in phlogiston. They will not enter a crystal sphere under any circumstances. It is thought that they need the phlogiston to power their ghost ships.

If more than one ancient mariner is encountered, one of them is the recognized leader and called "Captain" by its crew. This leader has 6+3 Hit Dice and is turned as a wraith. Ancient mari-



nners are always encountered with a crew of 1d20 mariner shadows, culled from any mixture of spacefaring races. Some large ships have been known to have larger crews of mariner shadows. If the captain is turned, he orders the entire ship to break off combat and flee.

The greatest power of the ancient mariner captain is to make any object become as insubstantial as the mariner itself. This power requires the captain to "touch" the object and concentrate for a turn. Once the object is changed, any ancient mariner or mariner shadow can handle it. In this way the treasure hoards of ancient mariners are increased.

A captain can do this to a spelljamming ship as well, which conversion takes a full day of concentration. They prefer human ships, such as galleons, hammerships, and caravels. Part of the ancient mariner's undead energy is given to the ship, which makes the vessel insubstantial, partially transparent, and fuels it. It moves as if powered by a 5th-level spellcaster. The ship becomes immune to all physical or magical attacks. It has no physical substance, passing right through other objects. It holds no air. The ghostly deck hands appear to walk normally upon it, even swarming up the rigging occasionally. A captain can maintain only one ship at a time in this fashion, although he can release a ship from his sway and convert another.

If the ancient mariners on a ship are all killed, the mariner shadows vanish instantly, becoming truly dead. The ghost ship becomes solid and can be boarded and searched. There is a 50% chance that the spelljamming helm is still usable. If only the captain is killed, the ancient mariner with the highest hit points becomes the new captain.

Ecology: Unlike most undead, ancient mariners do not seem to be tied to a place or a person. They can roam freely, at least in phlogiston, and trade ships at will.

The original race of the ancient mariners must be long extinct, since they look like no race in the known crystal spheres.

CLIMATE/TERRAIN:	Space/Any Earth-based body
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Feed till consume 2xHD, then rest 2 hours/HD
DIET:	Omnivore
INTELLIGENCE:	Low to High (5-14)
TREASURE:	U
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	9, Fl 3 (B)
HIT DICE:	5-10
THAC0:	5-6 HD: 15 7-8 HD: 13 9-10 HD: 11
NO. OF ATTACKS:	3 per victim
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	25%
SIZE:	L-G (2' per HD)
MORALE:	Champion (16)
XP VALUE:	5-6 HD: 2,000 (+1,000 for additional HD)

Argos are found in the same regions of wildspace as the baleful beholder nations. An argos resembles a giant amoeba. It has one large, central eye with a tripartite pupil, and a hundred lashless, inhuman eyes and many sharp-toothed mouths. An argos can extrude several pseudopods, each tipped with a fanged maw that functions as a hand to manipulate various tools.

Argos move by slithering; they can cling to walls and ceilings. They can levitate and fly at the very slow rate of 3.

Argos colors tend toward shades of transparent blues and violets; they smell like a bouquet of flowers. They are huge beasts ranging in size from ten to 20 feet in diameter, weighing about 200 pounds per Hit Die. Though they exhibit signs of being intelligent tool users, they do not wear clothes, choosing rather to carry gear stored in temporary cavities within their bodies. However, their digestive juices often ruin devices within two to three weeks (saving throw vs. acid).

Combat: An argos can attack with one to three weapons or items, or it can enfold a victim in a pseudopod and attack with 1d3 mouths for 1d4 points of damage each. It may attack as many foes in this way as it can physically reach.

If an argos rolls a natural 20 on an attack, it envelopes its victim, swallowing him whole. A swallowed victim suffers 2d8 points of damage each round from the creature's digestive juices. The victim may attempt to cut his way free from within, using only short cutting weapons. He must inflict 8 points of damage to break free.

The eyes of an argos, like those of a beholder, have a variety of special powers. An argos can bring 1d10 of its smaller eyes to bear on any target. The large, central eye can focus only on targets that are in front of the creature (within 90 degrees of the "straight-ahead point" of the central eye). Though the creature has nearly 100 eyes, only 20 special powers have been noted; therefore a number of eyes must possess the same power.

Each point of damage inflicted on an argos eliminates one eye; the DM decides which powers are reduced in the process. It is possible to target one particular eye by attacking with a -4 penalty to the attack roll.



Each ability of an argos's eye is treated as a spell effect. Use the argos's Hit Dice as the caster level. Roll 1d20 and check the following table for a particular eye's power.

1. <i>Blindness</i>	11. <i>Gaze Reflection</i>
2. <i>Burning Eyes (Hands)</i>	12. <i>Heat Metal</i>
3. <i>Charm Monster</i>	13. <i>Hold Monster</i>
4. <i>Clairvoyance</i>	14. <i>Imp. Phantasmal Force</i>
5. <i>Confusion</i>	15. <i>Irritation</i>
6. <i>Darkness, 15' rad.</i>	16. <i>Light</i>
7. <i>Dispel Magic</i>	17. <i>Slow</i>
8. <i>Emotion</i>	18. <i>Suggestion</i>
9. <i>ESP</i>	19. <i>Tongues</i>
10. <i>Fumble</i>	20. <i>Turn Flesh to Stone</i>

The central eye can use one of three different powers once per round. It can create a personal illusion (an *alter self* spell), or it can cast a *color spray* or a *ray of enfeeblement* spell.

Habitat/Society: Argos are solitary creatures, though it is not unheard of to discover an argos guardian aboard an eye tyrant ship. Argos appear capable of replenishing their own air envelope and thus may be encountered wandering asteroid rings and dust clouds alone.

Despite its relative intelligence, an argos is a ravenous creature driven by its hunger. It tries to lure prey into its grasp, feeding until it has consumed a number of Hit Dice of creatures equal to two times its own Hit Dice. It then slips away to digest its meal for a period equal to two hours per Hit Dice of the argos. If an argos is unable to find food within a week of its last meal, it loses 1 Hit Die per week until it is a 5-Hit Die creature. After that point, it can hibernate for up to a year by crystallizing its outer shell and forming a chrysalis.

Ecology: Argos consume anything that moves and is digestible. Their preference is to use their abilities to lure their prey into traps and then to pick off individuals one at a time. It sorts through the tools and weapons of its victims and keeps the useful items.

Astereater



CLIMATE/TERRAIN:	Any space
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low to average (5-10)
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	-2
MOVEMENT:	F 3 (B)
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	Swallow whole
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8'-12' diameter)
MORALE:	Average (8-10)
XP VALUE:	2,000

In general, beholders and beholder-kin are a very intelligent (and conceited) lot. Which is precisely why all of them deny any relation to the astereater. Though technically a beholder-kin, the astereater has none of the intelligence or magical abilities its cousins possess. In appearance, the astereater resembles a large beholder (minus the eye stalks) with one other major difference: The skin of the creature is virtually identical—in appearance and consistency—to rock. Like the beholder, astereaters have a large, central eye and a large mouth filled with pointed teeth.

Astereaters speak their own language, which consists of very few words. They rarely hold a conversation with anything.

Combat: The rock-like skin of the astereater protects it very well. When its eye and mouth are shut, the creature is virtually impervious to any but very powerful or magical attacks.

The astereater's normal method of attack is to hide at the edge of an asteroid field and wait for passers-by to wander too close. It attacks using its huge mouth. A normal hit inflicts 2d4 points of damage, but any attack roll that exceeds the number needed by 5 or more means the astereater has swallowed its prey whole (obviously this doesn't apply if the opponent is larger than the astereater). For example, if an astereater needs an attack roll of 9 or better to hit, and the roll is 14 or greater, then the victim is swallowed whole.

Anyone inside the belly of an astereater receives 1d6 points of damage per round from the powerful digestive acids found there. The victim may attack the astereater only if he held a small-sized weapon prior to being swallowed. Treat the interior of the astereater as AC 5. If the trapped person manages to inflict 12 points of damage to the creature's stomach, he is expelled from the monster. The astereater cannot attack if it has someone in its stomach.

With its eye and mouth shut, the astereater is almost identical to an asteroid in appearance. At distances of 30 feet or less, the astereater is 50% likely to be mistaken for an asteroid. At distances greater than 30 feet, it is indistinguishable from an asteroid.

Since the astereater is too slow to retreat from combat, it chooses its opponents carefully before revealing itself and attacking.

Habitat/Society: Like all beholder-kin, astereaters are hateful and cruel. They cooperate neither with each other or anyone else unless it is of great benefit to themselves.



Astereaters hoard no treasure as they have no need for such trifles. However, in the bellies of these creatures (particularly older ones) there is usually a fair amount of incidental treasure that the creature cannot digest. In older astereaters it is common to find dozens of coins, various weapons, useless metal odds and ends, and possibly some magical items and potions (the astereater cannot digest glass or ceramic vials either).

An extremely rare but notable exception to the normal solitude of the astereaters is their occasional association with small groups of giff. It has been observed that astereaters sometimes act as "leaders" of giff platoons. Because of the militaristic nature of the giff and their aversion to serve anyone but their own kind, a giff platoon serving under an astereater is typically no larger than 10 giff; the association is generally little more than enslavement. It has been observed that this usually happens when an astereater encounters a giff mercenary platoon that is weak from battle and low in numbers. In this case, the astereater has little trouble domineering the mercenaries. It is unknown why the creatures choose giff as their slaves. Perhaps it is due to the giff's natural penchant for servitude.

As a rule, beholders are a vicious species, holding great wars of extermination among their own kind. Whole communities of beholders are casually destroyed as a matter of course. But the hatred of the beholder race is greater still when directed toward astereaters. Beholders see astereaters as large blots against them and they stop at nothing to destroy what they consider to be vile errors of creation.

Ecology: Astereaters are carnivores that readily eat the flesh of any creature. They seem to prefer sentient species, especially humans and elves. Because of their extreme natural protection, they have no natural enemies but intelligent creatures hunt astereaters for the treasure they may hold in their stomachs.

Beholder-Kin



CLIMATE/TERRAIN:	Director Any	Examiner Rare	Lensman Uncommon	Overseer Very rare	Watcher Any space
FREQUENCY:	Uncommon	Squad	Squad	Solitary	Rare
ORGANIZATION:	Squad				Solitary
ACTIVITY CYCLE:	Day	Night	Day	Any	Any
DIET:	Omnivore	Omnivore	Insectivore	Omnivore	Scavenger
INTELLIGENCE:	Average (8-10)	Genius (17-18)	Low (5-7)	Supra-genius (19-20)	Semi-(2-4)
TREASURE:	G (1/2 V)	Vx4 (V)	R (L)	(U, Vx2)	Nil
ALIGNMENT:	Lawful evil	Lawful neutral	Neutral evil	Lawful evil	Neutral
NO. APPEARING:	5-100	1-6	2-20	1	1-4
ARMOR CLASS:	2 (4)	5	3/7	2/7	7
MOVEMENT:	10 HD: 18, Fl 3 (A) 12 HD: 15, Fl 3 (A) 16 HD: 6, Fl 3 (A)	Fl 6 (C)	9	1	Fl 6 (A)
HIT DICE:	10/12/16 (8)	8	2	14	3+3
THAC0:	10 HD: 11 12 HD: 9 16 HD: 5	13	19	7	17
NO. OF ATTACKS:	10 HD: 2/2/3 12 HD: 2 16 HD: 3	1	1	1	1
DAMAGE/ATTACK:	10 HD: 1-6/1-6 12 HD: 2-8/2-8 16 HD: 3-12/3-12/1-8	1-6 or wpn	1-8 or wpn	3-12	3-18
SPECIAL ATTACKS:	See below	See below	Nil	See below	See below
SPECIAL DEFENSES:	Nil	See below	See below	See below	See below
MAGIC RESISTANCE:	20%	25%	Nil	35%	Nil
SIZE:	L (8'-10' diam.) (M)	M (4' diam.)	M (5' tall)	H (15' diam.)	M (6' diam.)
MORALE:	Fanatic (18)	Steady (11)	Elite (14)	Champion (16)	Average (10)
XP VALUE:	10 HD: 8,000/ 10,000/16,000 12 HD: 10,000 16 HD: 16,000	6,000	175	15,000	420

Recent excursions into realms ravaged by beholder clan wars has opened the eyes of the scholarly world. Where once it was believed that beholders were the chance result of arcane research, reports tell of entire worlds devoted to beholders and their kin.

Directors

Directors are the warrior caste of abominations. Directors breed and ride several specialized mounts. The directors are adapted for riding and mindlinking with these mounts to better control them.

Directors resemble beholders, but their central eye is smaller and set in bare musculature for ease in pivoting, and they possess only six small eyes on retractable eye stalks. Further, directors have a fanged mouth below their central eye and possess three clawed sensory tendrils on their ventral surface. These tendrils are used to cling to the mount and link with its limited mind.

Directors' eyes have different powers than those of beholders (all effects are as the spell of the same name):

1. *Magic Missile* (2/round)
2. *Burning Eye* (as 8th level)
3. *Wall of Ice*
4. *Slow*
5. *Ervaporation*
6. *Imp. Phantasmal Force*

A director's central eye has the power of deflection—all frontal

attacks upon director suffer a -2 penalty to the attack roll and damage is halved. The director also gains a +2 bonus to all saving throws against spells cast by those in the field of view of the central eye.

Directors have three different mounts to choose from, each with different strengths and weaknesses. All of the mounts seem to have derived from an insect stock, as they are covered in chitin and have simple eye spots and multiple limbs.

Directors normally possess 8 Hit Dice, but when mounted the director and mount are treated as a single creature whose Hit Dice equals the sum of those of the director and mount. After a director/mount suffers half damage, the mount's speed is reduced to half and the director's gets only one physical attack per round. A director may flee and leave his mount to fend for itself (the mount suffers a -4 penalty to its attack rolls). Directors have an AC of 4, but share the AC of their mount when mounted. Directors may use all of their normal powers while mounted, within the restrictions of beholder targeting angles.

Mounts:

Hopper: A hopper is a two legged, two limbed flea. A hopper has 2 Hit Dice. Its two legs are shaped like giant cricket legs; it can make hops of 30 feet in distance and ten feet in height. Its two

Beholder-Kin

arms look like a praying mantis's fighting limbs and can slash for 1d6 points of damage each. Hoppers are herd animals and flock together when not ridden, establishing their own pecking order. They have an instinct to shelter their young beneath their legs. Hoppers are herbivores and have chewing mandibles in front of their arms.

Crawler: A crawler resembles a cross between a centipede and a spider. It has 4 Hit Dice. It has ten legs, two pairs of frontal antennae, and two fighting spider fangs that can be used for separate stabbing attacks causing 2d4 points of damage each. Victims who fail to roll successful saving throws vs. poison are paralyzed for 1d4 rounds. Crawlers are omnivores that prefer to eat smaller creatures. Unmounted, they may roll into a ball to gain an AC of 0. They have cutting mandibles beneath their front fangs.

Crusher. Crushers appear to be derived from monstrous pseudoscorpions. Crushers have 8 Hit Dice, eight legs, two pincers, and a tail. Some have a whip tail while others have a bludgeon tail, but both types have a nasty pair of pincers capable of causing 1d10+2 points of damage each. The whip-tailed version stings for 1d8 points of damage, plus 1d8 points of poison damage if a saving throw vs. poison fails (no poison damage if the roll succeeds). The bludgeon-tailed crusher causes 1d8 points of damage but attacks all creatures as if their Armor Classes were 2 worse than they really are (this benefit is due to the tail's great weight). Crushers are solitary carnivores that are kept in separate pens. Females tend to kill other females when not controlled, each trying to create a harem of 2d4 males. The male is killed in the mating process. Young cling to a female's back for safety. Crushers have chewing, crushing mandibles between their pincers.

Examiners

Examiners, also called four-eyes, are the tool wielders of the beholder caste. An examiner is a four-foot-diameter sphere with no central eye and only four small eyes, each on the end of an antenna mounted atop the sphere. They have one small, lamprey-like mouth on their ventral surface. This is surrounded by four multi-jointed limbs ending in gripper pads. These limbs can pick up and manipulate tools.

Examiners are the scholars and clerks of the beholders, involved in spell and magical item enhancement, research, and creation. They can use any artifact or tool as well as a human, and they can wield up to four items at a time. Examiners regenerate 1 point of damage each round. The powers of their four eyes are given below (all spell-like effects are cast at 8th level).

1. <i>Enlarge or Reduce</i>	2. <i>Identify or Legend Lore</i>
3. <i>Transmute Form</i>	4. <i>Spell Reflection as a ring</i> (similar to a Stone Shape spell, of spell turning but works on all types of nonmagical material)

Examiners are not the bravest of beholder-kin, but they are potentially the most dangerous with their command of artifacts. They are the lackeys of beholders and all greater beholder-kin.

Lensmen

Lensmen are the ultimate lackey caste. Their lack of eyes and their limb configuration relegate them to roles of menial labor and cannon fodder in the great wars. A lensman has one eye set in the chest of a five-limbed, starfish-shaped simian body. Beneath the eye is a leering, toothy maw. Four of the five limbs end in three-fingered, two-thumbed clawed hands. The fifth limb, atop the body, is a prehensile, whip-like tentacle. The typical beholder chitin is soft and there are many short, fly-like hairs. Lensmen are the only kin to wear any sort of garb—a webbing that is used to hold tools and weapons. Their preferred weapons are double-headed polearms.

Lensmen are semi-mindless drones that don't question their lot in life. The eye of each lensman possesses only one of the following six special powers (all at 6th level of ability).

1. <i>Emotion</i>	2. <i>Heal</i>
3. <i>Dispel Magic</i>	4. <i>Tongues</i>
5. <i>Phantasmal Force</i>	6. <i>Protections</i>

(all types, but only one at a time)

Overseers

An overseer is second only to a hive mother in the hierarchy of beholder races. An overseer's duties include the organization of world forces and the cataloging and analysis of information.

Overseers resemble fleshy trees. They have 13 limbs, each of which ends in a bud that conceals an eye; one of these limbs forms the top spine. Three yammering mouths surround this spine. There are also eight thorny, vine-like limbs that are used to grasp tools and to act as a physical defense, inflicting 1d10+2 points of damage each. Overseers sit on root-like bases that can inch along when movement is required. They cannot levitate.

Overseers do not wear clothes, but rather they grow a strange furry fungus on their trunk. This fungus changes colors as the overseers desire, commonly appearing as a mottled green, gray, and brown.

Overseers may use any physical weapons or artifacts in their eight limbs. The powers of their 13 eyes are as follows (all spell-like effects are cast at 14th level).

1. <i>Cone of Cold</i>	2. <i>Dispel Magic</i>
3. <i>Paralysis</i>	4. <i>Chain Lightning</i>
5. <i>Telekinesis</i>	6. <i>Emotion</i>
7. <i>Mass Charm</i>	8. <i>Domination</i>
9. <i>Mass Suggestion</i>	10. <i>Major Creation</i>
11. <i>Spell Turning</i>	12. <i>Sertan's Spell Immunity</i>
13. <i>Temporal Stasis</i>	

An overseer's AC is 2, but each eye stalk is AC 7 and is severed if it suffers 10 points of damage. Overseers are very protective of their health and always have one or two beholder guards and at least a half dozen directors protecting their welfare.

Watcher

If lensmen are the lowest caste of beholder-kin, then watchers are number two from the bottom. These creatures have been relegated the role of information gatherers and are the least brave of all the eye tyrant races. They use their quiet voice, message, and tongues powers to whisper in others' ears.

Watchers are six foot-diameter spheres with three central eyes arranged around the circumference of the sphere. These eyes are huge and unblinking. On the crown of the sphere is a compound eye and a ring of six eye spots that make it difficult to surprise a watcher. A large tentacle with a barbed prehensile pad extends from the ventral surface, right behind the small mouth with its rasp-like tongue. Watchers feed on carrion and stunned prey.

Watchers can attack with their tentacle for 3d6 points of damage. The tentacle also inflicts an electrical shock; victims who fail a system shock roll fall unconscious. Watchers do not wear clothes and do not use tools.

Each of a watcher's main eyes has two powers, and the compound eye on top may draw on three different abilities. The six eye spots have no special powers.

Eye #1: True Seeing and ESP
Eye #2 Advanced Illusion and Demi-Shadow Magic
Eye #3: Telekinese 1,000 lbs and Teleport Compound Eye: Message, Tongues, and Suggestion
Watchers are not aggressive warriors; they prefer misdirection and flight to actual confrontation.

Blazozoid



CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Any matter
INTELLIGENCE:	Very (11-12)
TREASURE:	None
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	Fl 36 (B) (or Sr 1)
HIT DICE:	15
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	8d6
SPECIAL ATTACKS:	Firetouch
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	G (30' diam.)
MORALE:	Champion (15)
XP VALUE:	12,000

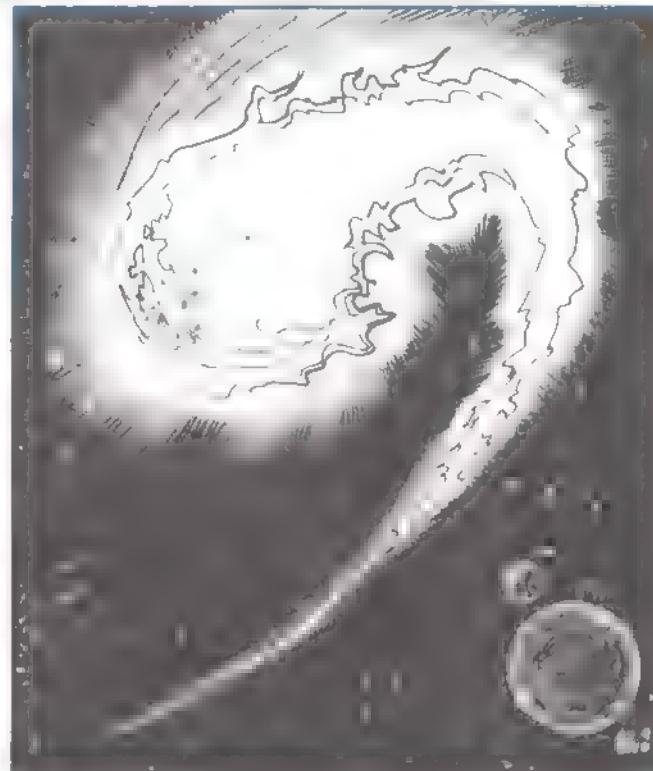
Blazozoids resemble huge, white elmarin (see the *Lorebook of the Void* in the SPELLJAMMER™ boxed set) or small comets of creamy white flame. Their spherical bodies consist entirely of fiery plasma gas, though they often drag a tail of blue fire behind them when traveling at Spelljammer speeds.

Blazozoids are sentient balls of living energy with the ability to communicate telepathically. They are always encountered in wildspace, never on planets or in the phlogiston. Their fiery bodies are so hot that they burn up any matter (including air and water) that they contact (see the explanation of "firetouch" below). In addition, their superheated bodies ignite any phlogiston within a hundred feet of them. Should a blazozoid be foolish enough to expose itself to the phlogiston ocean, the resulting explosion vaporizes everything within a mile, including the blazozoid. (Affected characters must roll successful saving throws vs. dragon breath to survive. Items and beings are thrown 1d10 miles away from the center of the explosion and suffer 1d10 points of damage for each mile thrown.)

Combat: Blazozoids usually ignore passing spelljammer ships unless bothered in some way. However, blazozoids do approach ships when they want one of two things: either a ride through the phlogiston or a meal. If the party refuses to give the blazozoid a ride, or if it is searching for a meal, it attacks.

Blazozoids attack by ramming into their target, whether it is an individual or an entire ship. The initial impact causes 8d6 points of damage. The blazozoid then tries to remain in contact with the target, using its firetouch to consume it. Any living victim touched by a blazozoid must roll a successful saving throw vs. breath weapon or burst into flames, suffering 5d6 points of damage each round he remains in contact with the blazozoid. Those attempting to escape a blazozoid's grasp must roll a successful Dexterity check. Inanimate objects touched by a blazozoid must roll a successful saving throw vs. magical fire or burst into flames, suffering an additional 3d6 points of damage per round until removed from contact with the blazozoid and the fire is extinguished.

Blazozoids are immune to fire damage, whether magical or normal. In addition, any weapon that strikes a blazozoid and fails a saving throw vs. normal fire is destroyed by the heat (although the weapon still inflicts full damage). Weapons with a bo-



nus of +3 or more are immune to this effect. Cold-and water-based attacks have their normal effects on blazozoids.

Habitat/Society: Blazozoids are the progeny of a huge, living star. Like the blazozoids themselves, this star consists of living energy. Unfortunately, this star, which refers to itself as *I*, does not recognize material beings as alive, much less intelligent. Therefore, it believes itself to be the only sentient being in the universe. To determine whether this is true, *I* has formed millions of emissaries from its own body and dispatched them to the far ends of the universe in search of another living star.

The blazozoids are these emissaries. Although intelligent, they are completely incapable of altering the basic beliefs that *I* imprinted upon them at their creation. Therefore, they do not believe that material beings, such as the PCs, are truly intelligent. Instead, they view material beings as potential food sources, or, at best, as a means of transport across the phlogiston.

Ecology: Blazozoids cannot reproduce and must be created from *I*'s body. They eat, or refuel, by turning matter into energy. Since their bodies are made entirely of energy, a well-fed blazozoid may be as much as 60 feet across, while one that has not eaten in some time may be less than 10 feet across (a starving blazozoid also has a slightly yellow tinge to its flame).

When encountered in the depths of wildspace (i.e., close to a crystal sphere), a blazozoid is sure to want something from a passing spelljammer ship—either to eat the ship and crew, or to convince the pilots to take it to the next crystal sphere. Often, the blazozoid will agree to perform some service in return for its passage. However, if some provision for feeding the blazozoid during the long journey is not made, it may turn on the crew after reaching the next crystal sphere. To transport a blazozoid across the phlogiston, the blazozoid must be completely encased in some sort of flame-proof container, such as iron, stone, or force. Simply stowing them below decks will have disastrous effects when the ship enters the phlogiston.

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Common
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	B
ALIGNMENT:	Chaotic good
NO. APPEARING:	2-24
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	1-1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4 (or by weapon)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Standard
SIZE:	S (1'-2' tall)
MORALE:	Average (10)
XP VALUE:	15

Chattur are small mammals that exhibit traits of both primates and rodents. They are slender and quick and have very dexterous front paws that are equipped with claw-tipped fingers and an opposable thumb. Their faces are wide and their eyes seem even wider, with an innocent stare that many humans find very appealing. A band of black fur surrounds the eyes of these creatures, much like the "mask" of raccoons. It is for this reason, and not for any inherent sense of maliciousness, that chattur have been dubbed "Space Bandits."

They can be found living on many spacefaring vessels—often without the knowledge of the crew. Usually their presence is tolerated when they are discovered—at least, if the discovery is made by a neutral or good-aligned crew.

Superstitions about chattur abound. Their presence on a vessel is supposed to bring good luck. Ill treatment of a chattur will reportedly rebound against the abuser at some future time. Most significantly, if chattur are seen to be leaving a vessel, that is considered a dire warning about that vessel's immediate fate.

Chattur have their own language, which sounds much like the chirping of excited chipmunks. Many of the adults have learned to speak common from a lifetime of eavesdropping.

Combat: Not a very combative race, chattur fight only in defense of their nests, kin, or friends. The combination of their claws and bite accounts for the 1d4 points of damage. Chattur attempt to trip opponents, wrap them in nets or rope, and otherwise harass them during combat. They are ingenious at making the most of their opportunities.

After some training, large chattur can learn to use short swords, javelins (which they use as thrusting, not thrown, weapons), or tiny crossbows (1d4 points of damage, range 3/6/9, one bolt/round). Generally, about 20% of the chattur in a given den are capable of this armed combat.



Habitat/Society: Chattur do not gather in exceptionally large communities; to find 100 together is very rare. However, their clans and warrens can be found just about everywhere. They center around a patriarch or matriarch. Sex roles are indistinguishable except for childbirth; the females share the ranks of the trained fighters with the males in more or less equal numbers.

They are specialists at sneaking aboard ships and finding places to live where they can remain undiscovered for weeks, months, or years. They arrange very comfortable quarters, scavenging whatever items they can from around the ship.

Though chattur can live on a crowded ship in the midst of great activity, they rarely interfere with the operation of a vessel. This is one reason their presence is tolerated so good-naturedly, though their penchant for scavenging has brought them trouble on more than one occasion.

Chattur often fall victim to the attacks of the malicious wrybacks. While no single chattur is a match for a wryback, the chattur's social structure enables them to band together. Often, a chaotic wryback can be lured into a trap and dealt with by a group of chattur.

Ecology: Chattur can thrive in all climes. They eat a variety of foods and readily adapt to new diets and surroundings. They have the ability to breed enough chattur to comfortably occupy whatever living space they have, without overpopulating.

When a given warren is comfortably populated, pairs of young adult chattur branch out on their own, trying to stow away aboard a spacefaring vessel or find a sheltered den on a world or asteroid.

Clockwork Horror



	Copper	Silver	Electrum	Gold	Platinum	Adamantite
CLIMATE/TERRAIN:	Uncommon Race	Rare Race	Rare Race	Any nonaquatic Race	Unique Race	Unique Race
FREQUENCY:	Any	Any	Any	Very rare	Any	Any
ORGANIZATION:	Nil	Nil	Nil	Nil	Nil	Nil
ACTIVITY CYCLE:	Any	Any	Any	Any	Any	Any
DIET:	Nil	Nil	Very (11-12)	High (13-14)	Nil	Nil
INTELLIGENCE:	Low (5-7)	Average (8-10)	Very (11-12)	High (13-14)	Exceptional (15-16)	Genius (17-18)
TREASURE:	Nil	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:				Lawful Evil		
NO. APPEARING:	2-20	1-10	1-6	1	1	1
ARMOR CLASS:	4	2	0	-2	-4	-6
MOVEMENT:	9	9	9	9	9	9
HIT DICE:	2	3	4	5	6	7
THAC0:	19	17	17	15	15	13
NO. OF ATTACKS:	1	1	1	1	1	1
DAMAGE/ATTACK:	1-4	1-6	1-8	1-10	1-12	1-20
SPECIAL ATTACKS:	Nil	Spring casting	Steam casting	Lightning rod	Lightning rod	Disintegrate
SPECIAL DEFENSES:				See below		
MAGIC RESISTANCE:	10%	20%	30%	50%	70%	90%
SIZE:				S (24" diam.)		
MORALE:				Fearless (20)		
XP VALUE:	65	120	175	975	1,400	6,000

If one thinks of the crystal spheres as single cells in the body of the cosmos, then one must certainly think of clockwork horrors as viruses that have come to destroy that body.

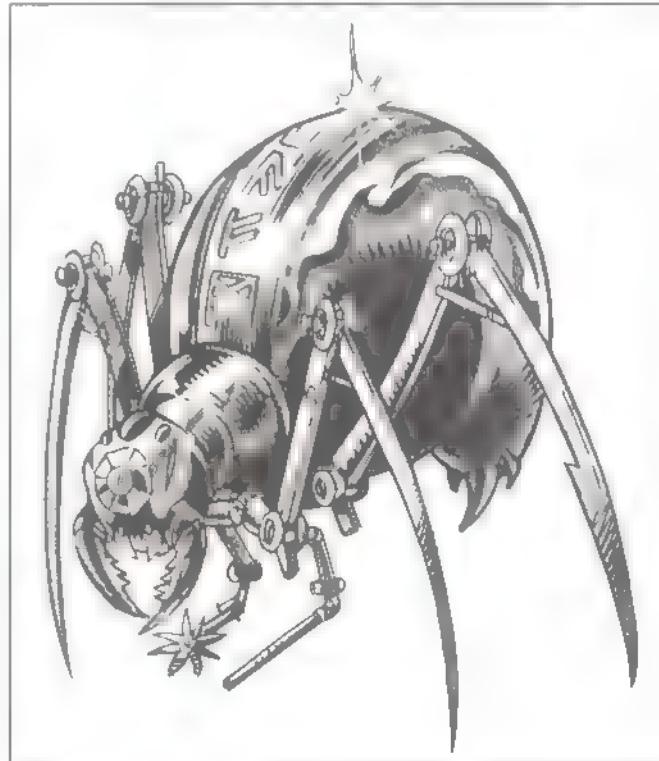
Clockwork horrors are a form of arcane apparatus. They look something like a mechanical spider (though they have only four legs). While the body of the horror is only about two feet in diameter, the legs give the creature an overall diameter of about four feet. In the front of the body is a crystal that enables the horror to see. Two depressions, one on each side of this lens, serve the horror as hearing organs. Two limbs (located roughly below the hearing dishes) serve a number of purposes as described later.

The body of a clockwork horror is always cast as a single piece from some type of metal. The most common type of horror is created from copper, but others may be cast from gold, silver, electrum, platinum, or even adamantite. The surface of the body is always highly polished and covered with pulsating runes of mystical power.

Clockwork horrors communicate with each other by means of clicks, whirs, and similar mechanical sounds. The exact nature of their language is unknown. It is believed, however, that the horrors use a type of dot-and-dash code similar to that employed by sailors and spelljammers when they signal each other with lights.

Combat: All clockwork horrors share the same defenses. They are immune to all spells that depend on biological functions for their effects. Examples of such spells include *cause or cure wounds*, *feign death*, *polymorph*, and *cloudkill*. In addition, all mind-affecting spells, such as *charm*, *hypnotize*, or *fear*, have no effect on them. They can be affected only by those spells that would have some power over nonliving objects. A *shatter* spell directed at the horror's seeing crystal will blind it for one round per level of the caster. Similarly, a *dispel magic* paralyzes the horror for a like duration.

In addition, all horrors are immune to the effects of electricity (magical or mundane). Cold and heat affect them normally, as do all other types of spells.



Copper Horrors

The copper horror is the most commonly encountered horror. While all of the other horrors have a built in weapon of some type, the copper horror is not so equipped. Copper horrors serve

Clockwork Horror

as the menial work force of the race. The special appendages that they use in their daily labors, however, can often be used in combat with some success. When a copper horror is forced to engage in melee, the mechanism is entitled to one attack that inflicts 1d4 points of damage. It should be noted, however, that the exact nature of this attack may vary, depending on the task that the horror was assigned to.

Silver Horrors

The silver horror is somewhat less common than its copper kin, but far more dangerous. The silver horror is the warrior of the race. It is often encountered as a patrol or guard at work sites or in horror-dominated regions.

The right manipulator arm of the silver horror is fashioned to serve a dual purpose. In addition to enabling it to grasp and handle objects in the manner of a human hand, it can present sharp blades for combat. Once extended, these spin at high speed, turning the manipulator into a deadly rotating saw that strikes for 1d6 points of damage.

The silver horror has a missile weapon as well. Where the copper horrors have a secondary manipulator arm, the silver horrors have a hollow black tube. Known as the spring caster, this weapon is a clockwork-driven device that can eject a barbed dart at high velocity. The dart has ranges of 1/2/4 and inflicts 1d3 points of damage. The rate of fire is one per round.

Electrum Horrors

The electrum horror fills the role of commanding officer or overseer. It is often found heading patrols of silver horrors or directing the operations of a large number of copper horrors.

The electrum horror is equipped with the same combination manipulator/razor saw that is found on the silver horror. However, the electrum razor saw is sharper and more dangerous than those cast of silver. Thus, an electrum razor saw that strikes in combat inflicts 1d8 points of damage.

Where the silver horror has its spring caster, however, the electrum horror has the steam caster. The steam caster uses a jet of high pressure steam to fire its missiles. As with the spring caster, the rate of fire is but one per round. The range of the steam caster's darts is 2/4/8 and the damage inflicted by each hit is 2d4 points.

Gold Horrors

The gold horror is a high-ranking member of the horror social structure. As a rule, there is only one gold horror to a planet, and its task is the direction of all horror operations on that world. In addition to its keen intelligence, the gold horror's combat capabilities make it more than able to carry out its mission.

The gold horror's razor saw is one of the sharpest cutting devices known. In combat, it inflicts 1d10 points of damage. The gold's second arm is a black tube known as the lightning rod. Once every other combat round, the rod can unleash a stroke of lightning that functions just as the spell of that name and inflicts 3d6 points of damage. A saving throw vs. spell is allowed for half damage.

Platinum Horrors

There is hardly ever more than one platinum horror in any given crystal sphere. Where the golds direct the actions of the lesser horrors, the platinum directs the golds.

The weapons of the platinum horror are the same as those of the gold horror, the razor saw and lightning rod. However, the platinum razor saw inflicts 1d12 points of damage and the lightning rod causes 4d8 points of damage (and it can fire every round). A saving throw vs. spell is permitted for half damage.

Adamantite Horror

The so-called "father" of the clockwork horror race, there is but one adamantite horror known to exist. A cold and calculating entity, the adamantite horror is fond of intricate strategies and devious planning.

When drawn into actual combat, a rare occurrence, the adamantite horror is far from helpless. As its first line of defense, the adamantite horror has its trusty razor saw. Even more dangerous than that of the platinum horror, the adamantite razor saw inflicts 1d20 points of damage with each successful attack.

The adamantite horror has no lightning rod, but it wields a weapon known as the nightmare stick. Each round, the nightmare stick is able to function as a *disintegrate* spell with a 50-yard range. A saving throw vs. spell is allowed to avoid the deadly effect of the nightmare stick.

Habitat/Society: The wisest sages tell us of an ancient humanoid race known only as "the Lost Ones." Records of their origins have long since faded, but frightening tales are still told of their demise.

The lost ones were fond of mechanisms. The more subtle and clever their devices, the better they liked them. In the end, however, their own love of such toys brought them down. One of their most brilliant artificers built a magnificent adamantite machine with workings so advanced that none but he could fathom its operation. In addition, he wove powerful spells about the contraption, bestowing upon it intelligence and mystical abilities. In gratitude for its creation, the adamantite machine destroyed him.

Over the course of the next few decades, the adamantite horror built an army of mechanical followers, each in its own image but of lesser quality. As the horrors rose to power in their sphere, they eliminated all life in it. In the end, they tore apart the worlds in their sphere and used the raw materials thus obtained to build more and more horrors.

Centuries passed with the horrors contained in the sphere of the Lost Ones. They would have been forever doomed to remain in their original sphere had they not been visited by a fleet of neogi deathspiders. The neogi had come seeking slaves and "cattle" to feast upon. Instead, they found death. One by one, their ships were taken from them. In the end, the neogi and their slaves found themselves forced into the lifejammers.

Now able to journey between the crystal spheres, the clockwork horrors began to spread. Each crystal sphere they encountered was violated and the worlds within it plundered. For those living in these doomed spheres, there was no escape.

The society of the clockwork horrors, if one can call it that, is a very rigid, almost military one. Horrors have no individual identities. Rather, they have a mission: the race must survive.

Once the horrors have established a foothold on a world, they see all living things on that world as a threat. Logically, to the horrors, such creatures must be removed—and removal of living creatures is something that clockwork horrors are experts at.

Ecology: Because the clockwork horrors are not natural creatures, they have no place in the ecology of the worlds they visit. However, they make radical changes in those worlds.

A clockwork horror fleet (which almost always consists of 10d10 captured neogi ships) leaves the worlds it visits stripped of all their natural resources. Metals are strip mined, living things are removed as useless and troublesome, and everything that can be exploited is drained away. This process takes only two or three centuries.

The powerful weapons of the clockwork horrors are highly prized by most artificers. While they do not retain their powers after removal from the horror, they are interesting to study.

Colossus



CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Low to average (5-10)
TREASURE:	Nil
ALIGNMENT:	Any chaotic
NO. APPEARING:	1 or 1-6
ARMOR CLASS:	10
MOVEMENT:	48, Fl 24 (E)
HIT DICE:	35
THAC0:	5
NO. OF ATTACKS:	1 every 2 rounds
DAMAGE/ATTACK:	50-100 (or 5-10 hull points)
SPECIAL ATTACKS:	Stunning clap, throw boulders
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (60' tall)
MORALE:	Unsteady (6)
XP VALUE:	27,000

These dim-witted giants are 60 feet tall and weigh 70 tons. Although not related to the giants of the known worlds, they are basically humanoid.

Compared to human proportions, their heads are too small and their legs are too short. Their features tend to be thick and bulbous. Their foreheads slope back sharply and their noses are round blobs of flesh. Their teeth are rarely straight and always have jagged edges. Their fingers are stubby and thick, completely unsuited for delicate manipulations. A colossus can have any color eyes and hair, but black is the most common. Their voices are like rolling thunder, understandable but slow and deep.

Colossi wear heavy, coarse clothes—usually a tunic, breeches, and sandals. Crude though it is, the tailoring is much too fine for any colossus to have stitched it. The clothes can be almost any color, with no regard to fashion sense. It is not uncommon to find large patches covering rips and tears. Colossi never carry weapons or armor, though they could if they wanted to.

Combat: Compared to a human, a colossus moves slowly and ponderously. As a result, its great movement rate is only a third of what its 30-foot stride would normally indicate.

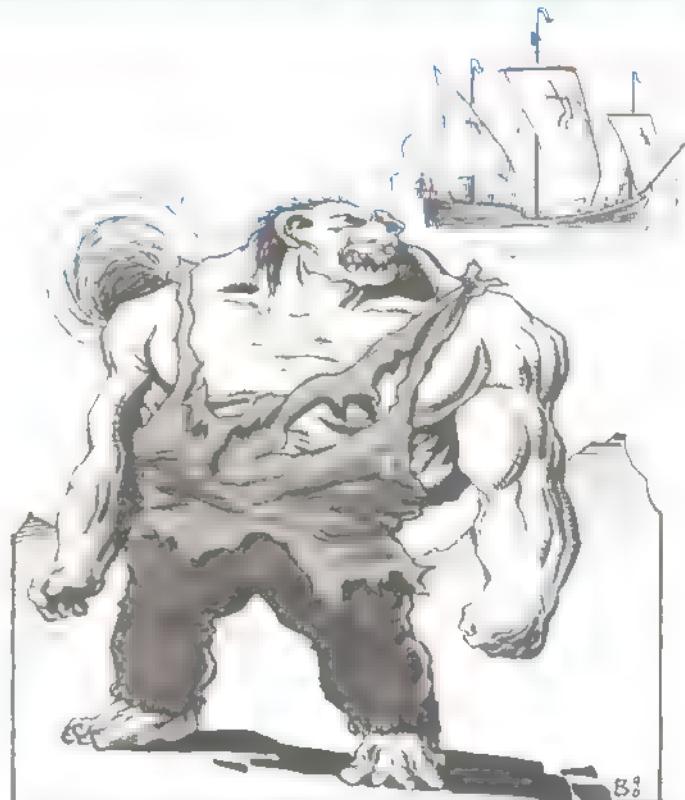
Its THAC0 is much worse than one would expect because of its slow movement. In fact, it can attack only once every other round with either a fist punch or a foot stomp. In addition, creatures under 25 feet tall get a -2 Armor Class bonus and those under 10 feet tall get a -4 Armor Class bonus.

But when a colossus manages to hit, the victim must roll a saving throw vs. death magic (failure means death), in addition to the damage done (see pg. 75 in the DMG). Any blow can cause structural damage. Smashing and blunt weapons have no effect whatsoever.

A colossus can clap its hands together with great force and cause a stunning vibration. This is akin to being right next to an explosion. The clap has a range of 60 feet and causes anyone within that range to roll a saving throw vs. paralyzation; failure means the victim is stunned for 1d3 rounds. All characters in the radius of effect are automatically deaf for 1d6 turns.

A colossus can throw boulders up to 500 yards for 5d10 points of damage, but its aim is so poor that it rarely hits what it aims at.

In wildspace, a colossus is big enough to be its own ship. Indeed, it has the same air volume as a 15-ton ship. It consumes as



much air as a full crew of 10. The colossus can coast through space for months without running out of air.

Food and water can be a problem, though. A colossus cannot propel itself through wildspace except by making a leap from a solid surface, which means it is very slow moving under its own power. It would be possible to fix a spelljamming helm to it and make it into a spelljamming speed "ship" of maneuverability class E. Its plane of gravity makes its back or stomach the walking surface.

Habitat/Society: In wildspace these simple creatures are encountered singly. They are usually lost wanderers. They talk about a home called Arhood, assumed to be a planet. This mythical place has never been found, and the colossi are never able to describe how to find it or how they became lost. It is one of the great mysteries of wildspace.

They speak of close families on Arhood, so it is assumed that they have a clan society. Since they could not possibly have made their own clothing, many scholars assume that they are the worker or slave class of yet another race, although there is no evidence to support this theory. The reigarEcology accept responsibility for the colossi's plight.

The good colossi are quite friendly and helpful to travelers. The evil ones are marauders and killers, destroying property for the sheer joy of it. Neither variety is considered to be very smart. The only long-term goal they have is to find Arhood. However, they never seem to know how to go about doing it.

Ecology: No one has ever seen a sick colossus or seen one die from anything other than injuries. While they are known to have two sexes, children have never been seen. They do not seem to age, at least not in the few hundred years they have been in known space. They can eat virtually any type of plant. The evil ones eat meat, but they do not seem to need it in their diets. It is assumed that they do it only for the terrorizing effect.

Delphinid



CLIMATE/TERRAIN:	Phlogiston flow
FREQUENCY:	Uncommon
ORGANIZATION:	School
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Chaotic good

NO. APPEARING:	2-12
ARMOR CLASS:	6
MOVEMENT:	21
HIT DICE:	3+3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (9' long)
MORALE:	Average (9)
XP VALUE:	120

These friendly beasts swim harmlessly through the phlogiston. They have on occasion been known to help stranded travelers. A delphinid has a fish-shaped body with trilateral symmetry, with everything found in triplicate. The head tapers to a blunt nose. There are three eyes placed equidistantly around the head. The mouth has three jaws, all of which are hinged. There are three large dorsal fins equidistantly around the large, central part of the body. The tail has three fins as well.

Delphinids can change color to match the swirling phlogiston. They can make multi-colored swirls and streamers across their hide. A dead delphinid is a pale grey color. They have been known to intentionally turn grey, black, or white in order to be seen by passing sailors.

Combat: A delphinid can attack only by ramming (its teeth are too small to be used effectively as weapons). A delphinid can ram every other round. Each ram inflicts 1d6 points of damage. Any creature that weighs less than the delphinid must roll a successful Dexterity check or be knocked down (or off, or over, or whatever).

Delphinids rarely initiate combat. They attack only to protect themselves or their friends. They are smart enough to be creative in their strategies and tactics. They can be taught tricks or maneuvers quite easily.

Habitat/Society: Delphinids are found only in the phlogiston currents. They are usually found swimming with the current, not against it. Since they cannot travel at spelljamming speeds, they are encountered only by ships that are at rest or traveling at tactical speeds.

Delphinids are quite friendly. They will play and cavort with sailors. They are dexterous enough that they can dive into a ship's gravity, keep control of their trajectory, and make it back out.



Any aggressive behavior or attempt to hurt or dominate a delphinid causes the entire school to vanish into the flow.

If a sailor falls off a deck, delphinids have been known to carry him back to the ship. If they are feeling particularly frisky, they may even give a sailor a joy ride. The sight of a school of delphinids can do wonders for the morale of a crew that has been in space too long.

Each delphinid has its own personality. While they travel together in a school, there does not appear to be a leader. Each delphinid does as it pleases. The group tends to follow the one with the idea of the moment. They like elves, humans, gnomes, halflings, kender, and other fun-loving races. They avoid beholders, mind flayers, neogi, lizard men, and other aggressive races. They are neutral toward dwarves, the arcane, giff, dacon, and such.

Ecology: Delphinids somehow get their nourishment from phlogiston. They like various treats that sailors are fond of throwing to them. In particular they like fruit of any sort. Unfortunately for them, fruit is a rare commodity aboard a spelljamming ship.

Delphinid young are born live, with a single calf per birth. Both parents raise the calf until it is old enough to defend itself. Once the calf has left its parents, they part ways as well. Delphinids do not mate for life.

Delphinid flesh is sweet and tender. The neogi consider it a delicacy. Most good or neutrally aligned human sailors consider it bad luck to kill a delphinid.

Dizantar



CLIMATE/TERRAIN:	Any space
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Unknown
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	-3
MOVEMENT:	15
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	7-16 (halberd)
SPECIAL ATTACKS:	Spiked armor
SPECIAL DEFENSES:	Dimension door
MAGIC RESISTANCE:	20%
SIZE:	L (8' tall)
MORALE:	Fearless (20)
XP VALUE:	5,000

Dizantar are tall, armored humanoids that spend most of their time hunting down and killing arcane.

These creatures are always encountered in silvery, heavy plate mail of special construction with smooth, tightly fitting joints. The rest of the armor is covered with spikes and razor-sharp edges. No part of the body is left visible. Even the eye slits show only black, like the depths of wildspace. Despite the weight of this armor, dizantar move quickly, silently, and with great agility. Their voices are soft and whispery. They speak common, but most have their own language as well.

There is no recorded account of what a dizantar's body looks like. When the armor is opened, all that is found is smoking black ashes. Their extreme height and three fingered gauntlets lead most sages to the conclusion that they are not human.

Combat: The only weapon dizantar have ever been seen with is a ten-foot-long halberd with an unusually ornate head and a metal shaft. They wield it with a Strength of 18/00, giving them a +3 bonus to the attack roll and +6 damage bonus. This weapon can harm creatures that can be hit only by +1 magical weapons or better. Both the halberd and the armor glow when subjected to a *detect magic* spell.

If need be, a dizantar can use the spikes and edges on its armor to cause damage. Any punch inflicts 1d6 points of damage from the spikes and edges. Anyone attempting to wrestle or grapple with a dizantar suffers 1d6 points of damage. Ropes and other bindings cast about a dizantar are severed in a single round. The armor also provides a 20% resistance to all forms of magic.

A dizantar can use the halberd to cast a glowing, magical line. The motion is similar to that of a fly-casting fisherman. If the attack roll is successful, the line is magically fixed to the victim. Only a *wish* spell can remove it. No damage is caused by the line, but the dizantar can follow the line to the victim anywhere within a crystal sphere. The line is severed by passing through the sphere wall or by any form of planar travel.



A dizantar can use only those miscellaneous magical items not specific to a player character class. It can do so only if the item is specifically needed for its quest. The item is discarded carelessly as soon as it is no longer useful. A dizantar can use a *dimension door* spell up to three times a day, but only in wildspace. It can detect invisible and see through illusions at all times.

Habitat/Society: Dizantar can be found anywhere in space or on any planet. The location and nature of their native crystal sphere is a mystery. They are at home in space for short periods of time, apparently protected by their armor. A dizantar will frequently commandeer a spelljamming ship to search out its victim. They do not build their own ships.

Dizantar are always found alone. They deal with weaker beings only if this serves their purposes. More often they take what they need, unaffected by the resulting death or destruction. They may work with more powerful creatures toward a common goal, but they prefer not to. Dizantar are cold, calculating, fearless, and not bothered by morals or ethics. Only two things motivate dizantar—revenge and hunting arcane. Dizantar kill arcane on sight. They spend most of their time hunting down members of this race and killing them. Fortunately, dizantar are far less numerous than the masters of the spelljamming helms. Occasionally dizantar are encountered on missions of vengeance against other creatures.

Ecology: If dizantar eat, they always make sure to do it out of sight of "lesser" creatures. The arcane fear them greatly. Strangely, the arcane refuse to talk much about dizantar. Any rumor of a dizantar in the area is cause for an arcane to vanish or immediately hire a squad of bodyguards.

CLIMATE/TERRAIN: Any space

FREQUENCY: Very rare

ORGANIZATION: Solitary (symbiont with reigar)

ACTIVITY CYCLE: Any

DIET: Special

INTELLIGENCE: None (symbiont)

TREASURE: Nil

ALIGNMENT: Neutral

NO. APPEARING: 1

ARMOR CLASS: 0

MOVEMENT: Fl 50 (B)

HIT DICE: 20-100 hull points

THAC0: 5

NO. OF ATTACKS: 2

DAMAGE/ATTACK: See below

SPECIAL ATTACKS: Jammerscream, grappling

SPECIAL DEFENSES: None

MAGIC RESISTANCE: Nil

SIZE: G

MORALE: Elite (13-14)

XP VALUE: 10,000 max

An esthetic is a biological, symbiotic creation of the reigar; it is used for transportation. It is essentially a living craft, capable of self-sustenance for unlimited time. It has no intelligence of its own, being totally reliant on its host, the reigar who created it.

Each esthetic is different from all the others—a direct result of the personality of the creator. The only common thread is the extremely ornate nature of the vessels. Esthetics may be bilaterally symmetrical (two halves matching, like a human body divided from head to feet), radially symmetrical (like a starfish), or they may have no discernible symmetry.

Combat: Tactics vary because of the individual nature of each esthetic, but the basic attack is to immobilize the prey, generally using a *jammerscream* attack (a spell-like ability innate to each esthetic). The creature then closes with the victim, grapples, and then drives a hollow boarding spike (6d10 points of damage due to size) into the hapless victim. In the case of animal victims, the spike can be used to inject a digestive enzyme (full damage 2d12 per round, successful saving throw vs. breath weapon for half damage) that breaks down the opponent's tissues for use by the esthetic. This attack can also be used against ships, in which case the spike opens to disgorge boarding parties of helots and lakshu attack troops. (See entry on *Lakshu* for more detail.)

A *jammerscream* attack has a range of 2,500 yards; it affects one spelljammer. This attack form seeks out and neutralizes the energy flow necessary for spelljamming. In the case of space-going animals and humanoid spellhammers, the effects range from a temporary cessation of spelljamming ability (similar to a migraine, spelljamming ability lost for 3d6 turns) to cerebral hemorrhage (the latter in the case of a failed saving throw vs. spell) leading to death or at least permanent brain damage. In the case of dwarven forges, a successful strike causes forge flames to expire and shovelers to writhe on the floor, grasping their heads in pain. (Note that the *jammerscream* is not a spell and is not available to characters.)

Habitat/Society: Esthetics have been the reigar's homes since the destruction of the reigar's planet in the Master Stroke. When the loss of their homeworld necessitated a new habitat, the reigar leaped at the opportunity to combine their pursuits of artistic perfection, their desire for ultimate personal expression, and their



need for new homes. Centuries of experimentation led eventually to the birth of the esthetics.

The esthetic protects itself from boarding action by not making obvious doors or hatches. Entry is granted by means of permeable membranes in and around the esthetic's body. Since the reigar and its creation are in a symbiotic relationship, the reigar can always enter or leave at will. However, non-reigar accompanying the creator may not be allowed this freedom, unless the reigar specifically grants it. If the reigar is off-ship for long periods, the esthetic operates according to a set of instructions given to it by its creator. Normal instructions include things like "Don't let in any strangers" and "Stay within 100 yards of this dock."

Should a reigar die, go insane, sink into a depression, or otherwise lose its normal mental acuity, the esthetic reflects this change in mental state by physically altering its appearance (e.g., rotting, developing spiked flanges, blades, etc.) and quite often acquiring a stronger personality of its own.

An esthetic can travel as fast as the fastest vessel known in space (SR 7)—some say even faster. The motive force is unknown, but it is thought to be at least partially provided by the conscious actions of the esthetic itself.

Ecology: Esthetics neither take from nor contribute to their surroundings, being totally self-sufficient creations. One theory states that esthetics absorb energy via photosynthesis. Another proposes that they are able to absorb particles from the atmosphere surrounding them and convert these into nutrients.

Esthetics cannot move into the phlogiston, thereby effectively stranding the reigar inside a crystal sphere (and providing a reason for that reigar to approach a likely party for aid). How, then, do they get from one crystal sphere to another? Again, the legends take over. It is said that there are bases—giant, floating, and ornate, geometric in an alien sense (i.e., completely asymmetrical)—that can hold groups of reigar and their esthetics. These are purported to be able to teleport from sphere to sphere, carrying their contents with them.

Focoid

CLIMATE/TERRAIN:	Deep space, near bright stars
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Constant
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Q
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	24
HIT DICE:	6+3
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-12 1-12 1-12
SPECIAL ATTACKS:	None
SPECIAL DEFENSES:	Partial invisibility
MAGIC RESISTANCE:	Nil
SIZE:	L (9' long)
MORALE:	Steady (11-12)
XP VALUE:	1,400

Focoids are a severe navigational hazard near the brighter stars of the Known Sphere. They manipulate their gelatinous bodies into lenses, focusing intense light on any object they choose, thus roasting enemies and lighting rigging and decks on fire almost at will. In many ports, adventurers can receive bounties, up to 500 gp, for every focoid carcass they bring in.

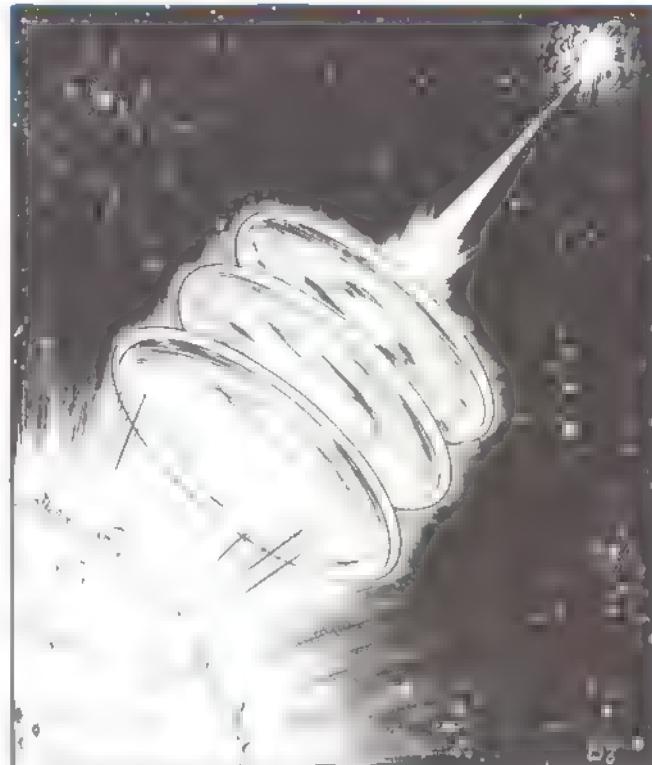
Focoids consist of three clear gelatin spheres that are joined into a short chain. They are so close to transparent that they are difficult to see unless they are moving against the star field behind them, in which case the refraction of starlight gives the observer a vague notion of where they are. They are especially difficult to see when between the observer and a bright star, not surprisingly the focoid's favorite position of attack.

There is a small mouth at one end of a focoid. Until its last meal is completely digested, the food can be seen through the creature temporarily rendering it visible.

Each spherical section of a focoid's body can be manipulated into various shapes. In its combat posture, the spheres are flattened into lenses. At other times the body sections may be elongated, squashed, or left as spheres. These shape variations may indicate some kind of communication or mood changes.

Combat: A focoid's mouth is completely unsuited for combat. The creature's only means of attack is by focusing light through its lens-shaped body sections. Obviously, a focoid must have a bright source of light in order to attack. It is therefore seldom found away from fire bodies. On the rare occasions that a focoid does travel in deep space, it cannot attack and therefore most likely goes unnoticed.

Each of the focoid's three body sections can become a lens and can fire at a separate target. Each has five hexes (2,500 yards) range, and inflicts 1d12 points (1-2 hull points) of damage. Each section can fire once per round.



Neither a focoid nor the focused beams of light it fires are easily seen. A typical encounter with a focoid opens as the creature attacks for one or more rounds while the confused targets attempt to get a handle on its position. All missile attacks against a focoid suffer a -3 penalty to the attack roll. Melee attacks are not affected, since a focoid is relatively easy to see close up.

A focoid can use its light-focusing weapon only when it is between a star and the target. If it is maneuvered out of position, it cannot fire. The focoid then usually evaluates the situation, moving off if the odds are against it, pressing the attack if it thinks it can get a meal. In either case, a focoid out of position is not firing and is, therefore, impossible to locate visually.

Habitat/Society: Focoids are creatures of space—living, breeding, and dying there. They are never encountered in groups. Focoids have apparently not discovered the advantages of cooperative hunting. They attack only to acquire food—they have no animosity toward any particular race. However, most other space-faring races have tremendous animosity toward focoids, since these creatures are a menace to navigation.

Ecology: A focoid is unisexual, though reproduction requires the union of three adults. Each grows a new gelatin sphere and the three are joined to create a new individual. Once the new focoid is born, all participating focoids disperse. They eat meat and attack only to obtain food.

Fractine



CLIMATE/TERRAIN:	Any space
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Always
DIET:	Light and magic
INTELLIGENCE:	Unknown
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	-1
MOVEMENT:	F1 1 to 24 (A)
HIT DICE:	6-13
THAC0:	6 HD: 15 7-8 HD: 13 9-10 HD: 11 11-12 HD: 9 13 HD: 7
NO. OF ATTACKS:	Area of effect (1 sq. ft. per HD)
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	25%
SIZE:	H (1 sq. ft. per HD)
MORALE:	Fearless (20)
XP VALUE:	6 HD: 2,000 (+1,000 per additional HD)

Fractines appear as two-dimensional, mirrored, trapezoidal planes. When at rest, fractines resemble vast mirrors and can be manipulated to function as excellent scrying mirrors. To do so, a spelljamming scholar must focus his willpower on the subject he wishes to view, while touching a fractine. A Wisdom check (modified by a DM-selected difficulty penalty of -1 to -10) must succeed to view the subject. Failure results in 1d10 turns of exhaustion and a 10% chance that the fractine is stirred into motion. One can examine a subject's past, future, and weaknesses using the right techniques. However, the fractine's distorted surface may blur the results, obscuring crucial information.

Fractines are most commonly encountered in space in an active state, tumbling or folding and refolding like a piece of origami. They react to a variety of stimuli. They are attracted to motion, loud sounds, and magical energy. However, large bursts of energy (such as a fireball or lightning bolt) repulse fractines for 1d4 rounds. Spells affecting air can be used to control fractines. (The caster must roll a successful saving throw vs. spell each round or lose control.)

Combat: A fractine causes a variety of harmful, distortional effects. Physical attacks may be used to destroy or alter its course, but only silver or magical weapons or spells cause any damage. Furthermore, a fractine must be struck on one of its two faces to cause any damage.

Any physical damage to a fractine causes damage to the attacker. The attacker suffers 1d4x25% of the inflicted damage (round fractions up), though he receives a saving throw vs. petrification to suffer only half damage.

Once per round there is a 1% chance per point of damage inflicted that a fractine shatters into 1d4 independent fragments, each with one-third of the remaining HD and hp (shattering releases any held creatures).

A fractine receives a saving throw vs. any magical effect, if the effect gets past its magic resistance. If the saving throw is successful, the magical effect is redirected at random.



A fractine attacks by falling on its targets. The fractine passes through its victims, causing 2d4 points of damage and forcing a saving throw vs. breath weapon to avoid a special effect. If the saving throw fails, roll 1d20 for the effect.

- 1-3 = Blink (random direction and orientation)
- 4-5 = Teleport (1d4x10 feet into air)
- 6-7 = Deport* (Character's mind views his body from another plane; must roll Wisdom checks each round to control)
- 8-9 = Turn Ethereal* (Able to cast magic only, intangible)
- 10-12 = Distortion* (Character's form suffers a distortion, DM's choice—Effects may shorten or lengthen limbs, make fat or thin, flatten, stretch, etc. A Dexterity check must succeed each round to perform an desired actions.)
- 13 = Transpose* (Part of body is exchanged with that of another victim, or it vanishes. Roll an Intelligence check to control body part.)
- 14 = Reversed* (Any action the character takes becomes reversed)
- 15 = Duplication** (Creates a duplicate of character; duplicate attacks)
- 16-20 = Trap (As a mirror of life trapping; there is a 25% chance that another creature is released at the same time)

* Effect lasts 1d4 rounds

** Effect lasts 2d4 + 2 rounds

Habitat/Society: It is not known whether fractines are intelligent creatures or merely spatial phenomena. Shattered fragments either follow divergent paths or merge once again.

Ecology: Fractines consume life, light, and darkness magical energy. Each level, Hit Dice, spell level, and bonus provides 1 point of food. When a fractine has consumed a number of points equal to its total hit points, it leaves. Its movement rate is increased by 1 per point of light consumed and decreased by 1 per point of darkness (maximum of 24 and minimum of 1).

Giant, Spacesea



CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Rare
ORGANIZATION:	Tribal/ship
ACTIVITY CYCLE:	Any
<b b="" diet:<="">	Omnivore
INTELLIGENCE:	High (13-14)
TREASURE:	W (F)
ALIGNMENT:	Neutral good

NO. APPEARING:	11-20
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	14 + 1d4
THAC0:	7
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10 or by weapon (10-20)
SPECIAL ATTACKS:	Hurling rocks for 3-30, or 1-3 hull points See below
SPECIAL DEFENSES:	
MAGIC RESISTANCE:	Nil
SIZE:	H (18' tall)
MORALE:	Champion (16)
XP VALUE:	8,000

Spacesea giants, or rover giants, are an offshoot of the groundling stone giant race that has found its way into arcane space. The ancestors of these giants were brought to space as neogi slaves, but they eventually managed to escape.

Spacesea giants have hair, unlike their land-locked brethren. They exult in this, often growing their hair (and the males' beards) to resemble that of their god, Ptah.

Combat: When battling from aboard their stone ships (see below), the giants prefer to engage in missile combat. Their ships ballistae and their own rock-hurling abilities give them a potent missile attack. They can hurl their boulders with a range of 500 yards (1 hex), causing 3d10 points of damage or 1d3 points of hull damage per hit. All giant ships have a store of boulders for hurling and ship repair (see below).

When engaged in melee, spacesea giants use either great stone clubs or maces (2d6 + 8) or strike with a fist for 1d10 points of damage or 1 point of hull damage per hit.

Habitat/Society: The first giants that escaped the neogi embraced the god Ptah, and they pleaded to him for aid. Ptah responded, granting them heightened intelligence, curiosity, and wisdom. In return for his aid, Ptah asked that the giants roam arcane space, to learn of its immensity and to appreciate its creator, their benefactor. The giants agreed, and they now rove far and wide throughout the spheres, learning and worshiping. As their intelligence has increased, so has their appreciation of art, as seen on the hulls and sails of their ships.

Almost all spacesea giants worship Ptah and devote their lives to the exploration of arcane space, with particular attention to wildspace. Many giants capitalize on this drive by hiring out as explorers, escorts, or scouts for other, non-evil races. Some giants make their living as merchants. Their large, sturdy ships excel in this capacity. Also, most pirates hesitate (to say the least) to attack a giant ship.

Giants can use, at least temporarily, any ship that can be modified to accept their bulk, but they prefer to use ships of their own construction. These resemble huge groundling galleons, made of solid stone. The ship's statistics are as follows:



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Spacesea Giant Galleon

Built by:	Spacesea Giants	Saves As:	Thick stone Major or Minor helm
Used by:	Spacesea Giants	Power Type:	As for helmsman
Tonnage:	60 tons	Ship's Rating:	Standard
Crew:	11-20 Giants	Armament:	Various ballistae
Maneuver Class:	E	Cargo:	30 tons
Landing—Land:	No	Keel Length:	200'
Landing—Water:	Yes (if floats!)	Beam Length:	50
Armor Rating:	3		

These ships are larger than a normal galleon to allow for the giants' greater size. Like their groundling ancestors, spacesea giants feel more comfortable with a large mass of stone surrounding them. With the above exceptions, spacesea galleons are not much different from others of their type.

Along with their intelligence increase, the frequency of elders and magic-using giants has gone up. For every ten giants, one is an elder who is able to use *stone shape*, *stone tell*, and *transmute rock to mud* spells, once per day, as a 7th-level mage. Of these elders, 50% can cast wizard or priest spells as 5th-level spellcasters. It is these elders who man the helm, the oldest is most often the ship's captain. They can also use their magical abilities, and the ever-present boulders, to repair hull damage to their ships. Each boulder yields enough material to repair 1d4 points of hull or mast (but not rigging) damage. None of these magical powers are usable in the phlogiston.

Ecology: The main weakness of the spacesea giants is their need for air, and this is the reason the giants seldom venture into the phlogiston. To this end, most giant ships carry a garden of green plants to help replenish the air supply. These plants also serve as food for the giants and the 1d4 giant goats each ship carries for dairy products (the goats also serve as convenient garbage disposals).

Golem, Furnace



CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	6 (see below when spelljamming)
HIT DICE:	20 (90 hp)
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil (but see below)
SIZE:	L (12' tall)
MORALE:	Fearless (19-20)
XP VALUE:	18,000

The furnace golem is a specialized form of iron golem that weighs 6,000 lbs. It is otherwise like its cousin in appearance. Furnace golems are created without weapons, but they can pick up and use any giant-size device that they can grasp.

Furnace golems are intelligent, speaking in slow, measured, booming voices that lack all inflection and tone. Their mouths open and close, having hinged jaws, and when they speak onlookers can see a fiery glow within their mouths. Furnace golems are warm to the touch but give off no odor. Their eyes give off a dull red glow, as if heated from within. Furnace golems move with ponderous gaits that can crush floors and shake whole buildings, except when they are on thick rock foundations.

Furthermore, furnace golems are capable of spelljamming by consuming magical items, which they place in their mouths to be destroyed by the magical, molten material within them. For every 1,000 XP that a consumed magical item is worth, the golem can spelljam for one week (tonnage = $\frac{1}{10}$ ton; SR 2; MC B). Only one item is consumed at a time, avoiding any chance of an internal explosion as might occur in normal furnaces. Furnace golems do not leave the crystal spheres in which they are found; they explode should they enter the phlogiston (300'-radius fireball causing 36d6 points of damage to all within the radius). A human carried along by a furnace golem into wildspace has enough air for 2d6 + 7 days, thanks to the golem's size.

Combat: Because of their intelligence, furnace golems are more versatile than iron golems in combat. A furnace golem may pick up a large, solid weapon (anything from a tree trunk to a giant's axe) and swing it at an opponent, gaining normal initiative and causing triple the damage that a human would do with a similar (man-sized) weapon, plus the damage bonus for having storm giant strength (+12 points). A blow from its fist causes 2d6 + 12 points of damage. The furnace golem may pick up and hurl boulders or similar objects up to 300 yards, inflicting 3d10 points of damage per rock; however, it can catch rocks and similar hurled objects only 10% of the time.

A furnace golem can also grasp a man-size or smaller opponent and crush him in its mighty fingers. The opponent suffers 6d6 points of damage per round, and the golem need make no further attack rolls after the first round. The golem cannot crush an opponent and fight other foes in the same round, but it can hold an



opponent tightly, preventing his escape, and either fight with its free hand or catch a second victim and crush them both at the same time. The golem releases crushed victims when they stop struggling and appear to be dead.

Because of its size and strength, a furnace golem may crush and batter furniture, walls, carts, fences, buildings, etc. A blow from this golem's fist is as effective against structures as a ram with a +1 bonus, as given on Table 52 in the 2nd Edition *Dungeon Master's Guide*, page 76. The golem is equally effective if it can grasp the object and exert force against it, tearing it apart or crushing it. In any situation, consider the golem's mass and strength when lifting, throwing, resisting, or breaking objects.

A furnace golem is immune to all weapons but those of +3 or greater enchantment. Magical cold attacks slow it for three rounds, and magical fire attacks repair 2 points of damage per hit die of damage the attack would have caused. All other spells are ineffective. Rust monster attacks affect a furnace golem, but complete destruction of the golem releases the magical molten iron within it, creating a 60-foot-diameter pool that causes 6d10 points of damage per round to all within it and lasts for 1d4 + 4 turns.

Habitat/Society: These creatures are animated by powerful, intelligent spirits conjured up by their creators and bound to the material form of the golems. They are servants of their creators, having no true society or habitat. The creator of a furnace golem may hold a conversation with it, learning what the golem has seen and heard recently (these being its only two senses). The golem can even offer minor speculations on events of which it is aware. Such conversation is not profound and lacks imagination, but the golem never lies and always tries to use logic. It may even converse with others who encounter it, though this does not hamper its attacks if such seem warranted. Furnace golems can carry out fairly complex instructions as could normal, willing human servants of good intelligence. They never rebel against their masters.

Ecology: Furnace golems play no part in any living ecology. Furnace golems neither eat nor sleep.

Golem, Radiant



CLIMATE/TERRAIN:	Any
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral (good)
NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	6
HIT DICE:	20 (90 hp)
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	6-60
SPECIAL ATTACKS:	Death aura
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	L (15' tall)
MORALE:	Fearless (19-20)
XP VALUE:	Special

The radiant golem is a unique creature that some claim is as old as the races of elves, gnomes, and dwarves.

In physical appearance, the radiant golem looks much like an iron golem. It stands somewhat taller, reaching a height of 15 feet and weighing roughly 6,000 pounds. It has been formed in the image of a powerfully built man with eyes that burn with a cool, blue light. The black body of the creature scintillates with an azure aura that fills the area around the creature with a smell of summer lightning.

The radiant golem is able to speak with almost any creature it meets via an innate telepathic power. This ability transcends linguistic barriers and falters only when the golem is attempting to communicate with truly unusual creatures, such as cloakers or clockwork horrors.

Combat: The radiant golem is even more deadly than its iron cousins. Were it not for the fact that the creature abhors violence in any form, it would certainly be among the most deadly monsters known in any crystal sphere.

In melee, a single blow from its mighty fist inflicts 6d10 points of damage. For the purposes of lifting and breaking objects, the radiant golem has a Strength of 25. The creature is immune to all weapons of less than +4 enchantment.

In addition, this golem radiates a magical *death aura*. All beings who spend at least one hour of any 24-hour period within ten yards of the golem must roll a saving throw vs. death magic. If they fail, they suffer a permanent loss of 1d6 hit points. No magic short of a *wish* can restore these lost hit points. The saving throw (and hit point reduction) occur at the end of the 24-hour period in question. The golem cannot turn this power off.

Magical attacks that are based on electricity cause no damage to the radiant golem, but they do slow it for one or two rounds. All other magical attacks are ignored, save for those of a fire- or heat-based nature, which restore 1 hit point to the creature for every die of damage they would normally inflict.

Whenever the radiant golem takes damage from an attack, it tries to flee the area. If retreat is impossible, it turns and attacks. While engaged in melee, it repeatedly offers its foes the chance to break off hostilities.

The radiant golem automatically regenerates 1d10 lost hit points at the end of any round.



Habitat/Society: One can best understand the radiant golem if one thinks of it as an orphan. Long ago, an unknown race created the mysterious creature in an attempt to improve upon the existing iron golems. They used a unique ore found on a lifeless asteroid to fashion the thing's body and wove magical spells never before crafted to breathe life into it.

Unlike iron golems, the radiant golem has intelligence. While it is certainly not an intellectual giant, it is fully self-aware and able to reason and imagine. Its creators found that the creature was not useful as a guardian or warrior, because it would never take action to harm another creature. By the time they had learned about the golem's gentle and friendly nature, however, they had fallen victim to another unexpected power—the death aura.

Since that time, the radiant golem has drifted from crystal sphere to crystal sphere in an attempt to find friends. It longs to have companions who do not flee from it or succumb to its deadly presence. As such, it often latches onto parties of adventurers and tries to join their ranks. The golem is helpful to such companions, offering advice, lifting heavy weights, and doing everything a servant might do to make their lives easier (but shorter).

The golem does not know about its death aura, and it will not understand or believe in the aura if told of its existence. Aware that it is almost immortal, the golem simply assumes that living things die very quickly. In fact, the golem often bemoans the fact the fate has made mortals so fragile. All it wants, as it will tell adventurers, is a friend.

Ecology: The radiant golem's death aura affects not only animal life, but plant life as well. In cases where the golem has set up a home for itself and spent a good deal of time in one area, the entire region is likely to become barren and lifeless. The aura does not affect unliving material, like stone and metal, or once living matter (like a wooden cart) in any way.

Gravislayer



CLIMATE/TERRAIN: Wildspace, asteroid fields

FREQUENCY: Very rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Constant

DIET: Nil

INTELLIGENCE: Semi-(2-4)

TREASURE: Nil

ALIGNMENT: Neutral evil

NO. APPEARING: 1

ARMOR CLASS: 0

MOVEMENT: 24

HIT DICE: 8+1

THAC0: 13

NO. OF ATTACKS: 0

DAMAGE/ATTACK: Nil

SPECIAL ATTACKS: Gravity slam

SPECIAL DEFENSES: None

MAGIC RESISTANCE: None

SIZE: M (6' diam.)

MORALE: Steady (11-12)

XP VALUE: 3,000

The gravislayer is a navigational hazard hated by spelljammers throughout the Known Sphere. Its unremarkable body hides one of the most destructive forces known.

The gravislayer's body is a sphere of flesh roughly six feet in diameter, scarred and pitted from the rigors of deep space patrolling. There are no eyes, ears, or other features readily visible on its grayish surface; there is a large mouth that opens up only during feeding. A gravislayer feeds on the crushed flesh and bone of unsuspecting spacefarers that are smashed to bits by the creature's deadly command of gravity.

Combat: The gravislayer's weapon is its ability to change gravity. It can turn any single object within 150 yards into a powerful gravity source. That object may be a living being, an asteroid, or even a character. The object remains a gravity source for as long as the gravislayer concentrates.

The gravislayer's weapon relies on two things: the availability of objects to fall onto new gravity sources and how far those objects fall before impact.

Availability of Objects: Anything that falls for a period of time picks up great momentum and causes vast damage upon impact. A gravislayer usually turns its victims into gravity sources, hoping that asteroids will fall upon them to destroy them.

For purposes of gravislayer combat, asteroids are divided into three categories. Pebbles are stones weighing less than one pound. Boulders weigh in the neighborhood of 100-1,000 pounds. Finally, planetoids weigh more than 10,000 pounds. Note: Every object, be it an asteroid, piece of a spaceship, or a chest of gold, should be placed into one of these categories.

The numbers and sizes of asteroids available to a gravislayer depend upon its immediate surroundings.

Asteroid Availability Numbers and Sizes

Surroundings

	Deep Space	Orbit	Rings	Asteroid Field
Pebble	1d4-2	1d4-1	2d6	2d6
Boulder	1d4-3	0	1d6	2d6
Planetoid	0	0	0	1d4-2

Falling Time: Each asteroid, regardless of size, takes 1d6 rounds to fall onto the target (roll for each asteroid). The damage



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caused depends on the asteroid size and on the number of rounds it fell. A successful saving throw vs. breath weapon negates all damage inflicted by pebbles and boulders and half damage from planetoids.

Hit Points of Damage, By Rounds Fallen

	Rounds Fallen					
	1	2	3	4	5	6
Pellet	1d4	3d4	6d4	10d4	15d4	21d4
Boulder	1d6	3d6	6d6	10d6	15d6	21d6
Planetoid	1d12	3d12	6d12	10d12	15d12	21d12

Hull Damage, By Rounds Fallen

	Rounds Fallen					
	1	2	3	4	5	6
Pellet	1d4	2d4	3d4	4d4	5d4	6d4
Boulder	1d6	2d6	3d6	4d6	5d6	6d6
Planetoid	1d12	2d12	3d12	4d12	5d12	6d12

If the gravislayer is destroyed before the asteroids strike the target, those asteroids are then much easier to avoid (roll a saving throw vs. breath weapon against each, with a bonus of 5, plus 2 for every round until impact). Common tactics for ship crews is to immediately locate gravislayers and destroy them as quickly as possible, then deal with the falling asteroids.

Habitat/Society: Gravislayers have no known planet of origin or societal inclinations. Shipboard tales speak of a cult of nebulords, wizards of tremendous power, who were enemies of the reigar. The nebulords created gravislayers for their own purposes, turning them loose throughout space.

Ecology: No gravislayers have ever been captured for examination, so their means of reproduction is uncertain. They may have none. A gravislayer is immune to the gravity that it creates. It is not, however, immune to naturally occurring gravity.

Grommam



CLIMATE/TERRAIN:	Temperate and tropical/Forests
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	50% chance each of J, K, M (D in community)
ALIGNMENT:	Lawful good
NO. APPEARING:	10-120
ARMOR CLASS:	5 (10)
MOVEMENT:	9, 15 in trees
HIT DICE:	2+1 (males), 1+1 (females), or by class/level
THAC0:	By Hit Dice or class/level
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	By weapon or spell type
SPECIAL ATTACKS:	Spells, missiles, and magical devices possible
SPECIAL DEFENSES:	Spells, missiles, and magical devices possible
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall; see below)
MORALE:	Elite (13-14)
XP VALUE:	Varies

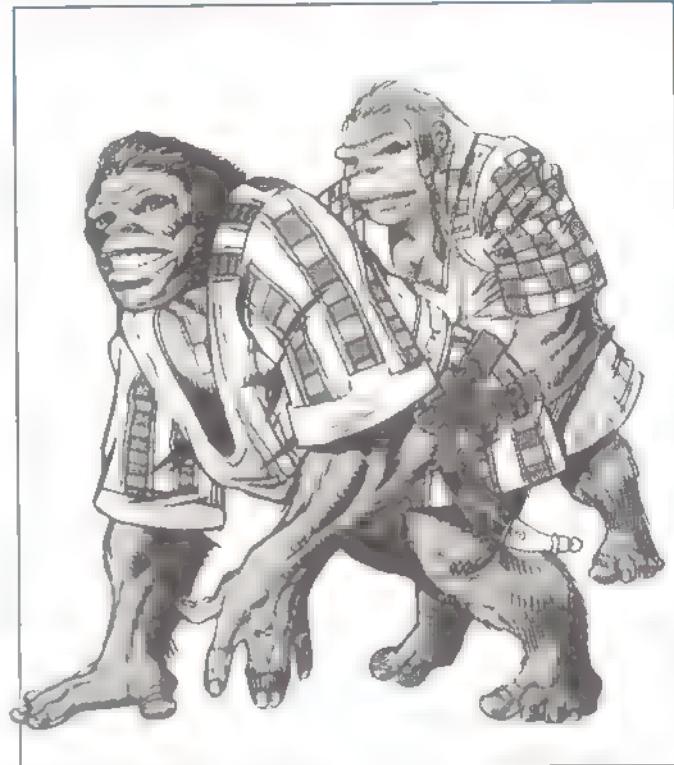
Grommams are gorilla-like apes with heavy upper-body musculature. Their legs are short and their feet are roughly soled and their toes have a limited ability to grasp objects. Grommams have short, rough, copper-red fur all over their bodies except on their faces, the palms of their hands, and the soles of their feet. Their skin is a rich chocolate brown. Most grommams are five feet tall and have arm spans up to nine feet wide. Males weigh 350-500 lbs., while females weigh half as much.

Grommams use a gestural and finger-sign language. Body postures, facial expressions, and a variety of vocal hoots, screams, grunts, and calls add to the basic language, called "grommish" by other races.

Grommams prefer to wear loose, brightly colored clothing, particularly short-sleeved kimonos. They are fond of belts, arm straps, and leg straps, to which they attach weapons and tools that are tied down.

Combat: Grommams prefer to use weapons when attacking, though some enjoy wrestling and similar martial arts. Almost any melee weapon that a human can use can also be used by a grommam without change. Chain mail is used almost exclusively for its light weight and flexibility. Shields can be used, but most grommams take advantage of their ambidexterity and use a weapon in either hand.

Habitat/Society: Grommams are a close-knit people. Grommams make their homes in forests, but they enjoy the same sorts of climates as humans. They climb extremely well and some build treehouses, but most grommams are ground dwellers. A grommam family usually consists of one adult male, 1-2 adult females, and 1d4 children. One female generally cooks, cleans, and manages the children, while the other directs all household affairs such as finances, purchases, and dealings with other grommam families. The male performs heavy labor either for the family or for a local guild or business. Several dozen related families form a clan, the basic social unit, and 2d4 clans form a house, which is led by a demigod (see below). In most clans, only the "director"



female is allowed to vote on political issues. Unmarried males form the backbone of the military forces, and more than a few become adventurers.

Like other races, grommams have gods—but their gods (of demigod level) openly live among the grommams themselves as their rulers and advisors. (Typical statistics for a demigod: AC 2 MV 12 (15 in trees); F15/T15/C12; hp 100, THAC0 5; #AT 1 or 2; Dmg by spell or weapon type; abilities near maximum levels; ML 18, AL LG.) These statistics vary widely by sex and among individuals. Grommams are highly religious and organized, and most are lawful good.

Though most adult grommams have a standard 2+1 Hit Dice, one in eight is able to adopt a character class. A fairly young race, grommams have limited options. Males may become fighters or thieves (up to 20th level), and both sexes may become clerics (up to 10th level); they cannot be multiclassed. All grommams can climb walls at 85%, +1% per class level to 99%. Being very antimagical, grommams have a 40% chance for magical-item malfunction, as per dwarves (2nd Edition *Player's Handbook*, page 21). Their characteristics are generated as for humans, though with modifications: Males have Strengths of 2d4+10 (18/00 maximum) and suffer a -2 penalty to all rolls for Intelligence and Wisdom; females have Strengths of 2d6+4 and gain a +2 bonus to all rolls for Intelligence and Wisdom (18 maximum). All grommams have their Charisma scores lowered by two when dealing with any races but their own and other ape-like species.

Grommam spelljammer ships (usually purchased from humans) are altered to appear powerful and dramatic, with bright colors and wild designs, but they work just like any other ships. Because grommams are so adept at climbing, they make heavy use of ropes, riggings, and swing bars.

Ecology: Grommams are omnivorous, eating almost any sort of fruits, vegetables, nuts, roots, and small game animals. They have no trouble eating the food of any human or demihuman race. Grommams have little effect on the affairs of other races.

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Uncommon
ORGANIZATION:	Company
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	G
ALIGNMENT:	Neutral
NO. APPEARING:	3-18
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8 (weapon)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (7' tall)
MORALE:	Elite (13)
XP VALUE:	120

Called "deck apes," hadozee are indeed ape-like. Though taller and more slender than the typical ape, hadozee have brown hair covering their bodies, with a shaggy mane surrounding all of the head except for the face. The mouth is a protruding muzzle with several long fangs.

The most unusual feature of a hadozee is the membrane of skin that normally hangs loosely from the creature's arms and legs. When a hadozee raises its hands over its head, this membrane is stretched taut and the creature has a limited gliding ability, as explained below.

Hadozee are very nimble. They can climb trees, ropes, poles, and sheer surfaces as 10th-level thieves. Their feet are fully as dexterous as their hands, even to the extent of having opposable thumbs. Hadozee are tailless.

Hadozee are often hired as mercenary crews by spacefaring races, though they have no space travel capabilities of their own. Also, the race has a well-known capability for hard work, so they are most commonly encountered as hired crewmen on the vessels of others. They are especially popular with elves, both as crewmen and hired warriors.

Combat: Hadozee are born warriors, thoroughly at home in melee combat. They can use all weapons that humans can. Indeed, hadozee can wield a weapon in each hand—or in a hand and a foot—without penalty for two-handed combat. Their preferred weapons include long swords, spears, and halberds.

A hadozee can glide through the air by spreading the membranes on its wings, traveling one foot forward for every foot of height it loses.

In addition, hadozee have learned to exploit the gravity plane in their attacks against space vessels. Hadozee dive toward the enemy deck or hull, seeking a place to land and wield their weapons. If no place presents itself, they dive past the vessel and



through the gravity plane. They then soar up a distance equal to three-quarters that from which they originally descended, and can maneuver around to dive back at the vessel from the other side of the gravity plane.

Habitat/Society: Hadozee of both sexes are eager to be accepted into the companies of sailors and mercenaries that sail among the stars. A group of young adults trains together, forming a company of up to 20 or 30 individuals. They then seek work for the master of a spacefaring vessel. The highest honor for a hadozee is to hire on as crew or warrior for elves.

Only when they grow too old for the life of activity and adventure do hadozee return to a world, where they mate and raise the next generation.

The hadozee relationship with elves goes back to the time of the Unhuman Wars, when the deck apes first showed a level of conscience and culture greater than the orcs and their kin, with which they had previously been grouped. The hadozee aided the elves in that war, and they have been allied ever since. The elves have willingly employed the talents of the hadozee, and have in return paid them well. The elves in no way consider the hadozee to be an equal race, however.

Ecology: Hadozee have the same sustenance and protection needs as humans. Their diets are a little more adaptable—they will eat grubs and insects, for example—and they like their climate warm to tropical. But they can dress for cold weather and eat human food without complaining.

Hamster, Giant Space



CLIMATE/TERRAIN:	Temperate/Grassy plains and hills
FREQUENCY:	Common to very rare
ORGANIZATION:	Small pack
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	See below
ARMOR CLASS:	8
MOVEMENT:	9, Br 3 (hard earth)
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Immune to disease
MAGIC RESISTANCE:	Nil
SIZE:	L (up to 9' long)
MORALE:	Unsteady (6) (if wild: Average (9))
XP VALUE:	175

Giant space hamsters are exactly what they sound like—cute but brown-bear-sized rodents with thick fur. They are found on worlds having colonies of Krynnish gnomes (gnomoi and minoi). Giant space hamsters come in a variety of colors, but are usually golden brown with white underbellies, bands, and spots. They are well muscled but appear fat. A giant space hamster can store up to 200 lbs. of food in its cheeks.

Combat: Giant space hamsters normally have only one mode of attack—a nasty bite. They avoid even this on most occasions, as domestic breeds are quite cowardly. However, wild breeds are more aggressive, and they briefly charge at anyone who approaches a burrow. Domesticated females protecting their litters also have improved morale (9). Careless gnome handlers have sometimes been bitten and (on a successful attack roll of 19 or better) stuffed into a cheek pouch, from which the gnome may escape if he rolls a successful Strength roll to open doors on a subsequent round. Trapped gnomes are merely covered in hamster spit, and are eventually spat out like old chewing gum when the hamster sees food.

Habitat/Society: Giant space hamsters are normally kept on huge hamster ranches run by gnome colonists on various worlds. These giant hamsters travel in small packs, browsing on the local landscape and living in special hamster hutches constructed by their gnomish keepers. The hamster hutches often include huge artificial burrows, and some gnomes have constructed enormous and colorful pipe systems (some of them transparent) through which these creatures may crawl aboveground.

Wild packs of these creatures exist on worlds long settled by gnomes, though they make easy prey for many carnivores and are thus quite rare in the wilderness. Wild giant space hamsters are the same size as domestic ones, but they dig their own burrows (about six feet wide and 120 to 180 feet long) in hillsides.

Like their tiny ancestors, giant space hamsters enjoy all sorts of green vegetables, fruits, nuts, grains, and water. They sometimes eat raw or cooked meats; wild giant space hamsters especially enjoy large insects. One giant space hamster can easily put away 30 lbs. of food and ten gallons of water per day. These creatures are very clean; their gnome handlers often dump wood shavings in their lairs.



A small pack of giant space hamsters consists of 1d4 adults (select the sexes by starting with a female and alternating thereafter, so a pack of three hamsters consist of two females and a male), with a 20% chance per adult female of 1d4 young being present (AC 10, MV 3, HD 1, #AT nil, Size S 3' long) and another 20% chance per adult female of 1d4 juveniles being present (AC 9, MV 6, HD 2, THAC0 19, #AT 1, Dmg 1d4, Size M 6' long). Gnomes are unable to figure out how to reduce their breeding rates, aside from separating the sexes (this conclusion was suggested after a 22-year-long research program that included five gnome fatalities). Giant space hamsters can easily have several litters in one year, and they grow to breeding adulthood in but two years. These creatures live 18 years at most, and remain fertile all their adult lives.

Ecology: Giant space hamsters easily fill the niche occupied by large browsing animals, such as the elephant and the rhino on Earth, though most of them lack any real means of defending themselves. In the wild, they often die out despite their extraordinary reproductive rate. They are preyed upon by large-and medium-size carnivores, but they are immune to all parasites and diseases, magical or not. Cold weather forces them to hibernate for up to six months until the weather improves.

These creatures did not evolve naturally, as one might guess. They were created by a gnome research committee attempting to develop a relatively passive creature large enough to wind up the giant rubber bands attached to the huge running wheels inside gnomish spelljammer craft. These devices produce internal power from torque. (Teams of gnomes formerly filled this job.) The giant space hamsters produced by the committee ran for hours inside their big wheels, and were eventually spread through space.

Gnomes have found that the meat of giant space hamsters is quite tasty. Space hamster meat is called "spaham," and many gnomes eat large quantities of spaham with every meal. Many hamster ranches simply breed giant space hamsters as livestock.

Hamster, Giant Space

Gnomish colonies without such ranches sometimes send forth whole expeditions of fearless Hamster Hunters, gnomes who drive through the cosmos on their sidewheelers, singing the praises of spaham as they go questing for their prey.

Variations

Possibly the worst aspect of the giant space hamster (aside from its ludicrous existence) is that enchanted substances from numerous other sorts of nonhuman monsters can be introduced into its reproductive processes, producing unbelievable (except to a gnome) new sorts of giant space hamsters. Some gnomish communities deliberately breed unique subspecies in competition with other communities to produce the most interesting varieties. Usually, the results are more or less like the normal sort of giant space hamster, such as the wooly, mottled, ochre, Oriental, Occidental, chartreuse, spotted, not-quite-so-spotted, only-a-little-spotted, plaid, cave-dwelling, three-toed, lesser, greater, greater lesser, lesser greater, albino, and flightless giant space hamsters. And then there are the really unusual varieties: such as the following:

* *Subterranean Giant Space Hamster*: This creature can dig through any material up to soft rock at MV 6, it attacks with its claws for 4d4/4d4

* *Sabre-toothed Giant Space Hamster*: A nasty overbite lets this hamster attack for 2d8 points of damage with fangs (but it is still omnivorous).

* *Rather Wild Giant Space Hamster*: When confronted by non-hamsters, this one gains a morale of 19 and a +2 bonus to attack and damage rolls.

* *Invisible Giant Space Hamster*: This one can turn invisible at will once per day for 1d4+4 turns, remaining invisible even if it attacks.

* *Sylvan or Jungle Giant Space Hamster*: This hamster can climb at MV 9 up any nonslick surface with a 99% chance of success

* *Miniature Giant Space Hamster*: Being the same size as normal hamster (AC 10, MV 1, hp 1, etc.), this creature is often kept as a pet

* *Armor Plated Giant Space Hamster*: Furless and covered by a rhino-like hide (AC 3), this very aggressive (morale 16) critter is a hazard.

* *Yellow Musk Giant Space Hamster*: This yellow-furred hamster has a terrible odor. It emits a 30-foot-radius cloud of poisonous gas causing nausea (MV 3), blindness (-4 penalty to attack rolls), and weakness (reduce Strength by four levels) in anyone failing a saving throw vs. poison

* *Ethereal Giant Space Hamster*: Not really ethereal, this one is translucent and its skeleton can be seen. The first sight of this beast produces fright, as per a scare spell

* *Carnivorous Flying Giant Space Hamster*: A "regrettable if understandable line of inquiry" led to this bat-winged version (MV 9, Fl 24 (B); bites for 3d4 points of damage, two claws for 2d4 points of damage; Morale 15).

* *Two-Headed Lernaean Bombardier Giant Space Hamster*: "Well, we're certainly not likely to make this mistake again or at least not more than once again anyway." Each head can make a normal biting attack. It regenerates wounds at 3 hit points per round (but cannot regenerate lost body parts), and once per day it can belch so loudly that anyone within 30 feet must roll a successful saving throw vs. breath weapon or be stunned (unable to attack, defend, or move) for 1d4+1 rounds

* *Fire-Breathing Phase Doppelganger Giant Space Hamster*: "We completely fail to see why everyone is so upset, especially since biology is such an inexact science and for every step we take forward there must be two steps backward but anyway we said we were sorry and we'd like our funding back so we can pay our

bail and go home." This monster breathes a 30-foot-long cone of fire that is ten feet wide at its far end, three times per day for 3d8 points of damage (successful saving throw vs. dragon breath for half damage). The FBDGSH suffers only half damage from fiery attacks. This species can also phase in and out of the Prime Material plane within a single round, just like a phase spider; it can do this up to six times per day with a -3 modifier to initiative. If this creature gains initiative by more than 4 points, it can breathe fire or bite, then phase out before being attacked. It can be attacked every round on the Ethereal plane with only a -1 modifier to its initiative. It can also change its shape in one round to appear to be any other sort of bear-sized mammal. Worst of all, it is intelligent (5-7) and has a morale of 14, and it quickly learns how best to use its talents.

* *Great Horned Giant Space Hamster*: This one has a rhino-like horn on its nose, with which it inflicts 1d12 points of damage if charging more than 30 feet.

* *Abominable Giant Space Hamster*: An albino version adapted to arctic weather, this one feeds on conifers. It suffers only half damage from cold-based magic and no damage from nonmagical cold

* *Tyrannohamsterus Rex*: This immense space hamster has absolutely no attacks whatsoever, unless it runs in fright and steps on someone (AC 2; MV 9; HD 16; THAC0 5; #AT 2; Dmg 10d10, MR 90%; Size 25' high at shoulder, weighs 75 tons; Morale 3). Any display of magic, fire, bright light, loud noise, etc., frightens this beast, which then crashes through all terrain features for 1d4 miles in its panic to escape. The now-defunct gnome colony that first bred this species did so "because it was there."

* *Giant Space Hamster of Ill Omen*: This possibly legendary creature is an individual rumored to be of unusual size, even larger than a Tyrannohamsterus Rex. "Wooly Rupert" (as he is known among gnomes) is also said to be highly intelligent and to possess spellcasting and spelljamming powers. Tales say he is not well disposed toward gnomes of any sort, preferring to squash them with his titanic paws. Gnomes everywhere fear the wrath of Wooly Rupert, though they laugh nervously and claim otherwise

Experience-point values for these and similar sorts of giant space hamsters should be awarded by the DM as he feels fit.



Jammer Leech

SPELLJAMMER

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary or cluster
ACTIVITY CYCLE:	Any
DIET:	Parasite
INTELLIGENCE:	Semi-(2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-4
ARMOR CLASS:	3
MOVEMENT:	1
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	25%
SIZE:	S (1' high)
MORALE:	Steady (11-12)
XP VALUE:	650

Resembling the barnacle-like immature krajens, jammer leeches are unwittingly attracted by the spellcasters who power ships through wildspace and the phlogiston. They can be very dangerous if mishandled, and they always cause the ships they infest a great deal of trouble.

A jammer leech has a hard shell, which grows to be a foot tall. The shell can be of almost any color, though it closely matches that of the hull of the ship it is attached to. (This makes spotting the leech very difficult from casual observation alone.) Inside, the leech is reddish-purple in color, with a body much like that of a snail. It has a single, watery eye at one end. It also possesses a sharply spiked tentacle, which is the same color and consistency as its body.

Combat: In most situations, the jammer leech uses its tentacle for protection. The sharp spikes on the end of the foot-long arm cause 1d4 points of damage. That is often enough to discourage most creatures from harassing the parasite.

In a situation where a hard swipe from a tentacle doesn't discourage a predator, the jammer leech uses magic. As it rests upon the hull, close to the spelljammer helm, the leech draws magical energy from the wizard or priest powering the ship. For every ten days of jamming, the leech absorbs one spell—of any level—at random from the spellcaster's mind. On a trip that takes 30 days, for example, the leech would be able to absorb three spells. Luckily, jammer leeches can hold only four spells at a time. However, when more than one leech attaches itself to a ship, they each draw spells from the spelljammer. Spellcasters who are preyed upon by jammer leeches forget the spell absorbed by the parasite and must regain it in the normal manner. However, the wizard or priest notices the missing spell only if he attempts to recall it; otherwise, the loss goes undetected.

In combat, the jammer leech discharges the spells it has stolen at random. The parasite uses all the magic it has stored, one spell per round, to drive away its assailant. The spell is cast at the level at which the victimized spellcaster would cast it. If more than one mage or priest powered the helm during the ten days, the average level is used.

There are only two effective ways to deal with a magic-laden jammer leech: kill it with a single strike or cast a separate *dispel magic* spell on each parasite to disarm it before striking. How-



ever, the leech has 25% resistance to magic, so attacking the creature is always a risky business. Once its magic reserve is gone and the parasite's hard shell is cracked, it is an easy target.

It is important to note that leeches will use their spells to ward off any physical attack. They frequently discharge their spells during any battle in which their section of the hull is repeatedly struck. Sometimes this works in favor of the leech's host ship, but more often it proves to be disastrous.

Habitat/Society: Since a jammer leech does not need air to survive, it can be found almost anywhere there are spelljammers. Beginning as a spore, the jammer leech attaches itself to the hull of a ship, at a spot close to the spelljamming helm. The spore digs into the hull, then draws food and nutrients from the ship's surface at a rate of 1 hull point a month. After only one week on the ship, the spore develops a hard shell that roughly matches the color of the hull itself. The shell is attached to the ship by a strong, glue-like substance secreted by the leech, making the task of scraping it from the hull time consuming and tedious.

These parasites are found in small groups of four or less. If more than two leeches are encountered, there is a 10% chance they are a mated pair that produces 1d6 spores once per month. Some of these may quickly join their parents on the hull of the ship, while others float off, waiting to attach themselves to another unwary vessel.

Ecology: Jammer leeches have few intelligent natural predators, for most creatures quickly learn that attacking these parasites is painful, if not deadly. Some omnivores, such as zards, try to eat leeches as they would anything else, but the parasites can usually warn these creatures off with a sharp swipe of their tentacle.

The glue that the leeches secrete to hold their shells to a hull is extremely strong and highly prized. The gooey purple substance is waterproof, fireproof, and even slightly magic resistant (5%). The dangers involved in collecting live leeches and maintaining them limit this market, however, and the glue is rare and very expensive.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Division
ACTIVITY CYCLE:	Mainly day
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-20
ARMOR CLASS:	0 (7)
MOVEMENT:	12
HIT DICE:	5
THAC0:	(See below)
NO. OF ATTACKS:	One by weapon and by shakti
DAMAGE/ATTACK:	By weapon and by shakti
SPECIAL ATTACKS:	Shakti
SPECIAL DEFENSES:	Shakti
MAGIC RESISTANCE:	20%
SIZE:	M (5'6"-6' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	2,000

Lakshu are tall, beautiful, well-muscled, green-haired amazons. These teeth-gritting, armored harridans have laid waste to a thousand worlds, all in the name of their masters, the reigar. Lakshu have a fondness for tattoos, body paint, and ornate raiment (when not in battle dress). Their physical appearance is virtually identical; the only identifying marks are their tattoos, and their individual tastes in off-duty clothing. The principle form of identification comes from their individual shaktis (see entry on Reigar for complete shakti information). Consequently, each lakshu is known by her totem animal (e.g., Phoenix, Manta, etc.).

Combat: Lakshu are deadly in combat, exhibiting extreme proficiency in their weapon of choice. They are equally skilled in armed and unarmed combat, having been adapted by the reigar expressly as bodyguards/shock troops and shakti repair experts. Lakshu enter a berserker rage (morale 20, lasting until no opponents remain standing, +2 to attack and damage rolls) when reduced to half their hit point total.

In battle, each lakshu can call and command up to three helots (golem-like creatures that have the same attacks as their organic counterparts: AC 2, MV by creature type, HD by creature type +2, unaffected by *sleep* and *charm* spells, helots do not have any special abilities or spell-like abilities their organic forms may possess). These helots are used by the reigar in coordination with the lakshu as organized fighting units, in addition to serving as crew members on the reigar esthetics.

Habitat/Society: It is not known how the association of the reigar and the lakshu came to be, but for as long as either race can remember they have been partners of sorts. The most accepted theory is that a raiding party of lakshu landed on the reigar homeworld with intent to dominate, little knowing what awaited them. (They had heard about these namby-pamby artistes, but nothing was said to them about the lengths to which these artistes would go in their search for the ultimate experience.) As soon as the lakshu saw the shakti devices, they realized that an alliance was the best possible move for them. By accident it was discovered that the lakshu also



had an affinity for shakti repair, which suited the reigar. (Repairs are not part of the reigar style—they are repetitious and mundane, two concepts that are foreign to the reigar.)

The reigar liked the lakshu's war-like temperament, and they were likewise pleased at the lakshu's ease with the shaktis. So the reigar set about appropriating the lakshu as a work of art. This entailed creating a uniform appearance for their race, in keeping with the reigar ideal of a single work of art. In this case, that meant re-creating the appearance of the lakshu as a whole, to gain the currently uniform height, weight, body mass, etc.

Lakshu are now the elite troops of the reigar, and they serve as crew members on esthetics, in which capacity they are in charge of the daily operations of the crafts. In return for their services, lakshu receive room, board, travel, and (for those who are especially favored or who perform above and beyond the call) sometimes even gifts, uniquely created for them by their commanding reigar. And, of course, they are given personal shaktis that function in the same way as the reigar's.

Their society, such as it is, is military in structure. Whenever two or more lakshu are present in one place, one must be superior to the others. A strict hierarchy is maintained, so that each lakshu knows her place and does not aspire to elevate herself.

Lakshu reproduce via parthenogenesis. At specific times they give birth to a young lakshu, who is raised in a creche with the other offspring.

Ecology: Since their alliance with the reigar, the lakshu have become dependent on the esthetics for all their food needs. Their war-like raiding has been controlled as well; no longer are they laying waste at will. Now they lay waste when told to by their masters.

Lumineaux



CLIMATE/TERRAIN:	Phlogiston
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Nil
ALIGNMENT:	Unknown
NO. APPEARING:	1-2
ARMOR CLASS:	2
MOVEMENT:	18
HIT DICE:	20
THAC0:	—
NO. OF ATTACKS:	—
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	50%
SIZE:	G
MORALE:	Fanatic (17)
XP VALUE:	9,000

The lumineaux are vast, diaphanous creatures that inhabit the flow. Some sages liken them to the giant mantas of earthly seas. To others, they are like white cells gliding through the lifeblood of the cosmos, filtering potential impurities.

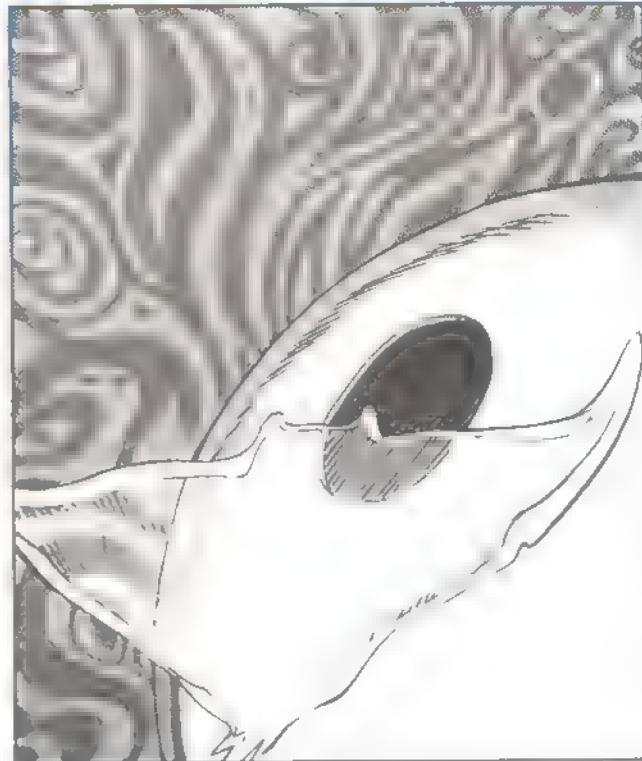
Lumineaux seek out portals to the crystal spheres, and then wrap themselves over the shell like a patch on a ball. They are virtually invisible to spacefarers. Phlogiston within their cells creates a rainbow-colored camouflage for their semitransparent body.

Combat: Lumineaux feed on memories. They actively channel life forms through a convoluted series of permeable membranes, slowly draining away levels of experience. The drain is only temporary, but among the uninitiated, it can prompt hasty and foolish responses.

To extract memories, a lumineaux appears to create a kind of telepathic link with any intelligent life form passing through its body. When fixed on an intriguing memory, the lumineaux deadens that portion of the mind and "copies" the information. As a result, the victim loses 1 experience level per turn of drain. The victim may sense some confusion, but it must roll a successful Wisdom check to realize that memories and experience are waning. Of course, spellcasters whose levels are dropping may notice more immediate results when they find their available spells reduced in accordance with their loss in level. Other penalties to abilities that are based on experience level also apply. The lumineaux usually does not intend to kill its captives, and it drains them to a minimum of 1 level.

Lumineaux can absorb travelers who are entering or leaving a crystal sphere. Normal passage through the creature lasts $2d4 + 2$ turns. The speed or size of the ship is not a factor. The ship is reduced to combat speed and can perform combat maneuvers, but such maneuvers have little effect on the duration of the trip through the creature's strange digestive tract. Only one maneuver alters the trip: in full reverse, a ship with an SR above 6 can effectively stall itself. As the ship nears the lumineaux's outer membrane, the creature forcefully expels it.

Just as humans are mostly water, lumineaux consist mainly of the phlogiston's mysterious, flammable ether. As a result, any incendiary attack, magical or otherwise, has the same fiery effect as such assaults have in the phlogiston itself.



Attempts to form a spiritual link with the creature are also dangerous. Any attempt to read the creature's mind or detect its alignment calls for a saving throw vs. paralyzation (at the character's current level). A failed saving throw means the character is overwhelmed by the barrage of thoughts, and he suffers $2d10$ points of damage.

Other spells and attacks work normally against the lumineaux. The best defense, however, may be no defense. The drain in experience level is only temporary; levels return at the rate of 1 per day as soon as the ship leaves the lumineaux.

More dangerous than the lumineaux itself are the scavengers that may lie in waiting in the phlogiston, hoping for easy, low-level prey. A crew with scavengers traveling in its air pocket has similar cause for worry. Scavengers are not intelligent enough to be weakened by the lumineaux's attention. Larger scavengers, which are aggressive, may attack the ship when its crew is most vulnerable.

If viciously attacked, a lumineaux tries to consume its attacker repeatedly, draining experience levels until its attacker no longer poses a threat. If that means killing its opponent, so be it.

Habitat/Society: Not much is known about the lumineaux. They are even rarer than the portals they guard. Sages who believe that greater divine forces govern the known gods offer the most plausible concept. They propose that the ultimate celestial powers may use the lumineaux as sentries, whose purpose is to monitor the activities within a crystal sphere.

Nearly every encounter with a lumineaux to date has involved a solitary creature. Occasionally, however, two have been known to guard a portal. Sages suggest that such junctions indicate a definite mating cycle.

Ecology: Because their cells are filled with phlogiston, lumineaux are found only in the flow.

Lutum (Mud-Woman)



CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	P, Q (individuals); D (in lair)
ALIGNMENT:	Lawful evil

NO. APPEARING:	1 or 1-8
ARMOR CLASS:	7 (base)
MOVEMENT:	12, 18 (rolling)
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	1 or 3
DAMAGE/ATTACK:	By weapon or 1-6/1-6/1-8
SPECIAL ATTACKS:	Smothering, spells
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall) to L (7' tall)
MORALE:	Elite (14)
XP VALUE:	2,000

In their true forms, the malicious lutums appear to be amorphous beings of tan, gelatinous clay that move by rolling. They fashion limbs for themselves as needed to aid in locomotion or combat. Lutums are able to sculpt themselves into bipedal and quadrupedal forms; with few exceptions they choose humanoid female shapes. Most lutums prefer these forms to their own.

Furthermore, because all lutums have an innate ability to cast *alter self* four times a day, with a duration of four hours for each spell, they can so closely resemble female humans, half-elves, and elves, including drow, that others cannot tell their true nature. These women appear nearly perfect in form and have beautiful, striking features. The lutums have learned that imitating attractive women—rather than plain ones or males—helps them further their goals. Because of their other spell-like abilities, many pose as wizards or druids.

Some lutums prefer to take on the images of existing humans and demihumans. This enables them to be automatically accepted in certain circles, and their behavior usually causes much embarrassment for the people they mimic.

Combat: In humanoid form, lutums posing as spellcasters usually attack with their spell-like abilities and magical items first. If they are forced to melee, they prefer to attack with weapons, further adding to the ruse that they are humans or demihumans. However, if pressed or if their true forms are revealed, lutums attack with two clay-like arms and with their large maws. If a victim is struck with all three of these attacks, he is considered caught in the gelatinous clay mass and will smother in 1d4+1 rounds.

All lutums are able to cast the following spells: *alter self* four times a day, *ESP* twice a day, and *friends*, *stoneskin*, *passwall*, *stoneshape*, and *clairaudience* once a day.

A common combat tactic of a lutum is to lure a male victim close by using its feminine charms, cast *friends* to keep him off guard, and then attack with surprise in an attempt to smother him. If the lutum is planetside, it uses *stoneshape* to catch the victim, and then pummels him to death. Its *passwall* ability is usually held in the event it needs to escape. In addition, one out of ten lutums can study magic and rise to the status of a 4th-level wizard.

Lutums are immune to *transmute rock to mud*, *stone to flesh*, and both spells' reverses. They suffer full damage from blunt



weapons, but only half damage from edged weapons. An *earthquake* spell instantly kills lutums, and a *move earth* spell incapacitates them for 1d0 turns.

Habitat/Society: Lutums prefer to act on their own. Their greed is so overpowering that they would rather not share anything with others of their kind. However, some lutums have learned that when they combine forces they can gain more power and wealth. In such lutum clans there is always a leader, usually the largest lutum.

Lutums desire to gather the most magic and wealth possible, and to do so by assimilating themselves into human and demihuman societies. Lutums especially love magic that enables them to retain their human and demihuman forms longer.

Lutums are also power-hungry. Some have been known to rise to important positions in human and demihuman governments by marrying the leaders, killing them, and then inheriting control, or simply by marrying the leaders and pulling their strings. In democratic societies, lutums prefer to rise to power on their own merits, campaigning for office and frequently winning because of their beauty, poise, and ruthlessness.

Lutums enjoy traveling from planet to planet, acquiring power and wealth. They usually find passage on ships by appearing as beautiful women in dire need of transportation. A few lutums who have used their charms on the crew have been taught how to operate the ships, and they have subsequently taken them over.

Ecology: The origin of lutums is a mystery. Some believe a mad wizard experimenting with earth elementals gave them life. Others think that they are a variety of mimic from the plane of Ooze. Lutums must eat rocks, minerals, and a variety of clay compounds to gain nourishment.

Lutums are asexual. They reproduce by splitting in half, but only when they feel a need to increase the power of their race; this usually occurs when one or more lutums in a clan die. The new lutums are born as adults with full abilities.

Mimic, Space



CLIMATE/TERRAIN: Wildspace
FREQUENCY: Very rare
ORGANIZATION: Solitary

ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: High (13-14)
TREASURE: V (U)
ALIGNMENT: Neutral

NO. APPEARING: 1
ARMOR CLASS: 7
MOVEMENT: 3, Fl 18 (B)

HIT DICE: 12
THAC0: 9
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-12 (smash)
SPECIAL ATTACKS: Glue
SPECIAL DEFENSES: Camouflage
MAGIC RESISTANCE: Nil
SIZE: L (varies)
MORALE: Champion (15)
XP VALUE: 5,000

Mimics are the result of a magical experiment. Despite their very thick, resilient hide, these creatures have the ability to change their shapes and colors at will in order to fool nearby victims, which they then feed on. Space mimics sometimes pass as ship debris floating in wildspace, as an ornate chest, or as an elaborate wizard's desk with books and scrolls in an abandoned ship.

Space mimics have two eyes, which normally remain hidden under thick eyelids. In addition, space mimics can sense heat and light within 90 feet.

Space mimics are about the same size as their planetside counterparts, about 150 cubic feet (a 3' x 6' x 8' chest for example or a small lifeboat). The natural skin of the space mimic is pitch black, with small specks of twinkling light, imitating a space background. The space mimic can change its shape and color in one round to resemble a piece of furniture made of any variety of wood, stone, or metal (either plain or carved). Like the common mimic, the space mimic must retain its normal size, but can otherwise radically alter its shape.

The space mimic speaks its own tongue and often another three or four. The languages it is most likely to understand are neogi (01-20), the arcane tongue (21-40), human common (41-70), beholder (71-75), elven (76-90), or illithid (91-95). On a roll of 96+, the space mimic is eager to learn a new language.

Combat: Mimics use their shapeshifting abilities to surprise their victims (-4 penalty to the victim's surprise roll). If attacked, a space mimic lashes out with a pseudopod that inflicts 3d4 points of damage. The mimic is also covered with a strong glue that can hold anyone or anything coming in contact. A victim can be pulled free in three rounds only if the glue is weakened with a flask of alcohol. The space mimic can dissolve its glue anytime it so desires, and can control which areas of its hide are covered with the glue. Mimics are immune to acid, molds, green slime, and various puddings.

Space mimics have the ability to cast the spells available to a 4th-level illusionist. This is an innate ability, and thus the spells do not require components. Space mimics do need to locate spell books or scrolls in order to acquire the spells initially. Once they have acquired a spell, they may use it as a 4th-level illusionist. Space mimics also need rest to recover spells previously cast. A



common spell mix for space mimics might include the following: audible glamer, cantrip, spook, Nystul's magical aura, hypnotic pattern, improved phantasmal force, and invisibility.

Space mimics are as much interested in food as they are in magic. When visitors approach, the space mimic stays invisible to study the party. If it finds out there is a wizard, the space mimic tries to lure the spellcaster somewhere alone, and then hypnotizes him while it steals books, scrolls, or magical items. After eating a victim, the mimic goes into hiding. If the party remains, the undiscovered mimic may attempt to lure yet another member when it hungers again.

Habitat/Society: Space mimics live in wildspace. They are solitary creatures that enjoy spending time reading space lore, tomes on magic, and other arcane volumes. Unlike their common cousins, space mimics have various cultures, usually based on their readings. These mimics are intelligent; they exchange books they already read for food or other books. Space mimics have neither religious beliefs nor any morals.

When food is scarce, the mimic turns invisible and goes dormant for up to two to three years, after which time it will die unless it feeds. A good meal (one or two humans) sustains a space mimic for 1d4+4 months. Space mimics can levitate at will, which enables them to slowly travel across wildspace.

Ecology: Mimics were created by wizards to protect their treasures. This strain was created for long voyages, but they soon proved unreliable servants. After being discarded, mimics survived, reproducing by fission. Along with their glue, space mimics exude an odor that attracts rodents, space vermin, and occasional monsters as well.

Body parts of the space mimic are as useful as that of its common cousin. In addition, the space mimic often keeps some treasure (usually books or scrolls) in a pocket under its belly.

CLIMATE/TERRAIN:	Wildspace/phlogiston
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Magical energy
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1-6
ARMOR CLASS:	0
MOVEMENT:	12 (through any medium) (or SR 5)
HIT DICE:	5
THAC0:	N/A
NO. OF ATTACKS:	1 (for entire pack)
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Injured only by spells
MAGIC RESISTANCE:	10%
SIZE:	S (3' tall)
MORALE:	Unsteady (7)
XP VALUE:	975

When a party encounters a pack of misi, always roll 1d6 to determine the number present, as the number of misi encountered may have a serious effect on any combat that follows.

Misi do not exist in three of the four dimensions that humans and humanoids are capable of sensing. They have no physical manifestations in terms of length, width, or height. Instead, they exist solely in the fourth through sixth dimensions. Consequently, they cannot be injured by any form of physical attack, although they can be contacted and affected by magic.

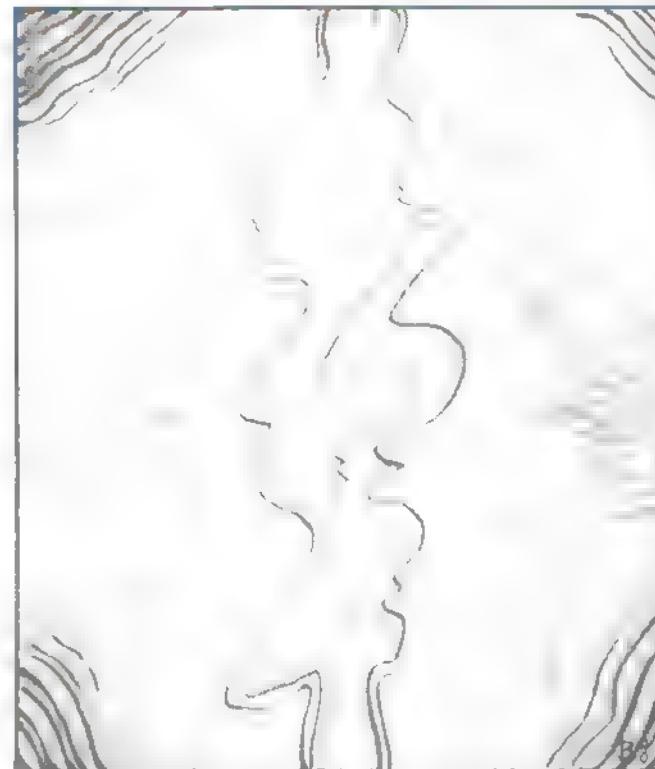
Occasionally, misi can be glimpsed in the spacial dimensions as rainbow-colored scintillations of indistinct shape, but for no more than a few moments at a time. Such appearances can occur anywhere—on the surface of a planet, in the depths of wildspace, or even out on the phlogiston ocean. However, misi are almost always seen near spelljammer ships, for they are attracted to the magical emanations associated with the spacefaring craft.

Combat: The misi have no direct means of inflicting physical injury on ordinary beings. Instead, the misi rely on an indirect method to defend themselves—interfering with any magic being used at the time, especially magic powering the spelljammer ships.

When the misi attack, they always do so as a group, making a single attack no matter how many of them are involved. Their attack comes in one of two forms: They either interfere with spelljammer navigation, or they try to alter any spell being cast at the time. In either case, to see if the misi's attack is successful, roll an Intelligence check for the character casting the spell or using the spelljammer helm. If the user/wearer passes the check, he has repelled the misi attack. Otherwise, the misi are successful. To determine the results of a successful misi attack, consult the following table in the next column:

The misi cannot be injured by any sort of physical attack, including those made with magical weapons. They are vulnerable only to damage from spells, and then only if an individual misi can be located to have the spell cast at it.

Characters attempting to locate a misi have a percentage chance equal to three times their Intelligence score of spotting a misi's scintillating body for one round. For example, a character



with an Intelligence score of 10 has a 30% chance of spying a misi, and a character with an Intelligence of 18 has a 54% chance. Misi cannot be detected by means of a *detect invisible* spell, but they can be located by use of a *locate animal*, *locate object*, or *ESP* spell.

No. of Misi	Effect on Spell or Caster	Effect on Spelljammer Ship
1	Negates spell	Drifts off course
2	Spell affects random PC	Stops dead
3	Caster takes any spell damage	Accelerates toward hazard (planet, asteroids, star)
4	Caster loses magic for 1 day	Ship loses gravity
5	Caster suffers 5d10 damage	Ship's air becomes deadly
6	Caster dies; save to negate	Ship explodes and breaks up, crew suffers 1d12 damage apiece

Habitat/Society: Misi live in small family groups in the fourth, fifth, and sixth dimensions. They cannot see into the first three dimensions any better than the PCs can see into the fourth, fifth, and sixth. They are aware of PCs only as vague shadows. They have absolutely no interest in characters inhabiting the first three dimensions, save when those characters are using magic.

Ecology: Misi feed on magical emanations and are therefore attracted to spelljamming ships. When misi attach themselves to a ship, they flit about the rudder, rigging, and decks, occasionally becoming visible as scintillating manifestations of light. They feed for 1d10 turns. During this time, the spelljammer's SR is reduced by 1 per round (that's right, per round!) of feeding. When the SR drops below 1, the ship drops out of spelljamming speed and is stranded until the misi finish feeding.

Moon, Rogue

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Very rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal to low (1-7)
TREASURE:	Nil (incidental)
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	3, Fl 18 (D)
HIT DICE:	15
THAC0:	5
NO. OF ATTACKS:	1, Special
DAMAGE/ATTACK:	1-10, Special
SPECIAL ATTACKS:	Paralyzing spines
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H to G
MORALE:	Steady (11)
XP VALUE:	9,000

The rogue moon, a wandering monster the size of a whale, earned its name from the fact that it resembles a ball glowing in the dark. It dwells in the more remote regions of wildspace where, from a distance, it may be mistaken for a moon.

The rogue moon has a roughly spherical body covered with scales that are orange to bright yellow. The scales form a thick flexible armor. The rogue moon has two stalks and a large mouth on one side, and small openings regularly spaced about the rest of its body. The stalks are flexible and move constantly. The rogue moon's teeth are well adapted for a variety of different foods. Dozens of spikes lie flat on the scales, pointing away from the stalks and the mouth area.

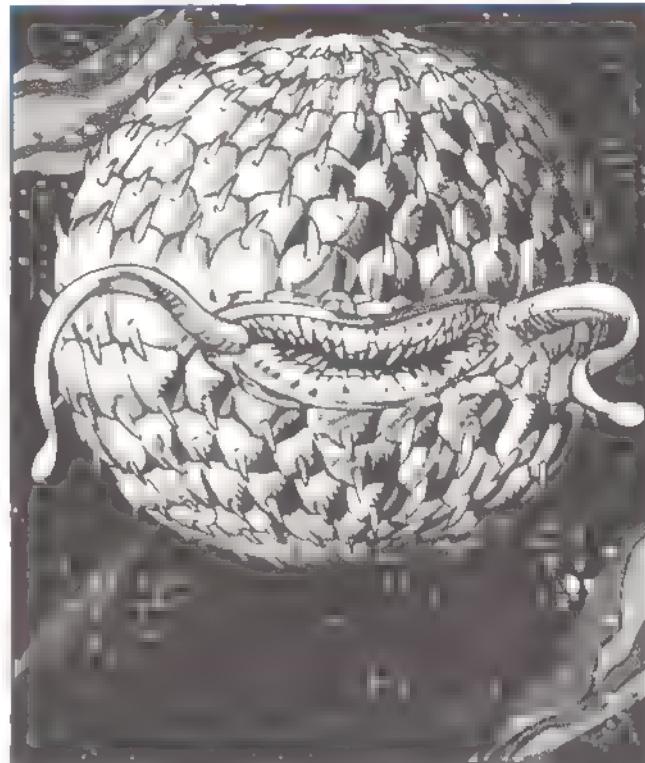
Combat: Over the centuries, the rogue moon developed the uncanny ability to fool those who travel through wildspace. Unwary travelers and occasional monsters tend to move toward unknown sources of light. When the prey comes within several hundred yards, the rogue moon stops glowing and slowly drifts forward in the dark.

If the rogue moon gets within 30 feet of a prey, it suddenly increases its size tenfold, erecting its spikes. As it enlarges, the rogue moon sucks smaller prey toward it, unless they make a successful Dexterity check (success means they managed to grab onto their ship). Victims automatically impale themselves on the spikes when falling, suffering 1d12 points of damage. They must roll a successful saving throw vs. poison at the beginning of the next round or remain paralyzed for 1d6 turns.

Even a ship can be affected by the rogue moon's inhalation. Generally, a very large object, such as a ship, will hit the rogue moon one round after smaller objects, such as passengers. The rogue moon can avoid the ship by moving to one side. Otherwise, the impact causes 1 point of hull damage to the ship, 1d10 points of damage to all passengers (including those who impaled themselves on the moon's spikes), and 5d8 points of damage to the rogue moon itself.

If attacked, the rogue moon uses its sharp teeth to fight back, inflicting 1d10 points of damage per successful attack. After combat, the rogue moon returns to its normal size, shakes off any paralyzed prey, and devours them.

Habitat/Society: The rogue moon is by nature a wandering mon-



ster. It lives in the darker regions of wildspace, moving about erratically. The rogue moon generally drifts in space, covering several hundred miles in a month.

The rogue moons are solitary creatures. They do not mate, but have a peculiar way of reproducing. Every five years, a rogue moon exudes moonspawn, a thin, glowing cloud consisting of gases and microscopic eggs. The moonspawn does not dissipate into wildspace, as its cohesive properties enable it to stay together. The moonspawn then drifts away from the rogue moon. The smell of moonspawn can attract another rogue moon from thousands of miles away. When it reaches the moonspawn, the other rogue moon is fertilized. A year later, the "mother" casts away a dozen 1-HD rogue moons that immediately wander away in space. If anything or anyone else comes in contact with moonspawn, the moonspawn is wasted.

Rogue moons can move by compressing air out of the openings in their scales. They can retain air found in occasional pockets of air in space or around large objects. This how rogue moons move in combat, or leave the surface of larger objects. If a rogue moon accidentally lands on a large ship, it would use the air on that ship to propel itself away. They also can "walk" by slowly moving their spikes in the manner of sea urchins. In total vacuum, they are stranded, helpless against attackers, and would eventually perish. Rogue moons do not need to breathe air.

Ecology: Rogue moons can live without food for months. If starving, they go into a state of lethargy that lasts up to ten years or until they sense something or someone approaching. Beyond ten years, rogue moons wither and die.

The liver of rogue moons makes an excellent component for reverse gravity potions. The glands producing their venom can be used as an ingredient in various soporific drugs. (These glands are located at the base of the spikes, under the scales.) Treasure belonging to previous victims may be found inside these creatures, provided it was made of, or encased in, acid-resistant material.

Mortiss



CLIMATE/TERRAIN:	Space/Non-moon, non-planet
FREQUENCY:	Rare
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Constant
DIET:	Organic debris & solar energy
INTELLIGENCE:	Non-(0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	1
HIT DICE:	1-100
THAC0:	20
NO. OF ATTACKS:	1-6 per foe
DAMAGE/ATTACK:	1
SPECIAL ATTACKS:	Sting
SPECIAL DEFENSES:	Withdraw into tubes, webs
MAGIC RESISTANCE:	Nil
SIZE:	Varies (2" to 6' long)
MORALE:	Fearless (20)
XP VALUE:	Varies

Mortiss are called the "termites of wildspace," though scholars draw a closer analogy to aquatic coral. Mortiss are a colony of wildspace worms that bore through vegetable and mineral matter. They are a hazard to the hulls of all spelljamming ships. The gravity planes and oppressive air envelopes of moons and worlds prove fatal to the worm after a month of continued exposure.

Mortiss young are about two inches long, while adults may grow to a length of six feet. Mortiss are unsegmented round-worms with a dorsal and ventral rib. They are eyeless, sensing by smell and vibration. They have a collar of feathery tendrils ring their head. In addition, they have a poisonous stinger on the top of their heads and can extrude two pairs of opposing jaws to latch onto and suck blood from prey.

Combat: Mortiss infestation may occur from a collision with egg casings, from bringing mortiss-infested artifacts on board, or from docking near a mortiss-infested asteroid or ship for several hours. Mortiss cause 1d3 points of hull damage per week, and they may also infest the upper decks and lower hold through the hulls. Burrow tubes begin to appear within three to four weeks, always on the side of the ship that receives the most light. As with termites, burrows weaken the decking and superstructure, causing breakthroughs when excessive weight is applied to the undermined deck. Mortiss infestations may be destroyed by fire; a cure disease spell destroys a 10'x10' nest of mortiss.

Mortiss any creatures that try to destroy their burrows. They may sting the invading creatures with their head spines, causing 1 point of damage per sting. Victims must roll successful saving throws vs. poison (with a -2 penalty) or suffer 1d6 additional points of damage and a delusional side effect. Deluded individuals start to see dangers as greater or lesser than they really are, or they may experience hallucinations of being elsewhere, shutting out reality altogether. Victims suffer the delusion for 1d6 hours. A deluded victim may roll Intelligence checks to disbelieve an aspect of his delusion each round, but he suffers a +1 penalty per poisoned sting suffered.

Mortiss also may lunge at a victim and latch onto him with their jaws, draining 1 point per round. Up to six mortiss can attack for every five-foot-square area the intruders enter. Each mortiss has 1 Hit Die; the number of worms in the colony equals



the total number of Hit Dice. A mortiss colony increases by 1d6 Hit Dice for every point of hull damage it causes.

Habitat/Society: Mortiss generally do not get along with other life. However, certain wildspace denizens seem to coexist with mortiss just fine, such as scavvers, krajens, kindori, and elmarins. Indeed, one effect of a mortiss colony is to replenish the air envelope. Thus wildspace denizens often lair among mortiss, waiting for prey to wander near.

Mortiss have the magical ability to convert light energy into magic, enabling them to burrow through wood and rock as if it were soil. The digested material is converted into a clay that is used to construct coral castles atop their burrows. Early infestations of mortiss may go undetected, until the stone-like tubes appear on the hull. Left to their own, mortiss will encase a ship within a year with their constructions, destroying the hull. Scholars hypothesize that many asteroids, and perhaps even some smaller moons, may contain some hidden structure at their heart, thanks to the mortiss' endeavors.

Mortiss are hermaphroditic and mutually fertilize each others egg casings. Casings are then deposited on spelljammer hulls to hatch within a week of laying. Mortiss egg cases resemble gendes.

Ecology: Mortiss can burrow through wood and stone at a rate of one yard per turn. They must expose themselves to light for up to one hour before they can burrow for an equal amount of time. They cannot store more than one hour's worth of energy and must return to the surface after an hour of burrowing to soak up more light energy.

A colony covers a five-foot-square area for every Hit Die. In addition, for every 4 Hit Dice, the colony erects one ten-foot-square castle to a height of 1d6 feet.

Spelljammers should be warned to regularly check their hull, and periodically make landfalls of a month or more to rid their vessels of these parasites.

Murderoid



CLIMATE/TERRAIN:	Wldspace
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High (13-14)
TREASURE:	N.L.
ALIGNMENT:	Neutral evil
NO. APPEARING:	1 or 1-4
ARMOR CLASS:	0
MOVEMENT:	Fly 12 (E)
HIT DICE:	50
THAC0:	5
NO. OF ATTACKS:	1-3
DAMAGE/ATTACK:	5-50 each
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Spells
MAGIC RESISTANCE:	Nil
SIZE:	G (1-600 miles diam.)
MORALE:	Champion (16)
XP VALUE:	51 000

Murderoids, so named by travelers because of their aggressive evil nature, are perhaps the largest denizens of space. These living asteroids are fierce rock creatures that possess their own gravity and atmosphere and move about systems in search of food. Their air envelope is 1d4 miles thick. They attack all creatures smaller than themselves.

Most murderoids are 100 miles long, or longer, and their weight ranges from billions to trillions of tons. Murderoids have a coarse, rock-like skin that is several feet thick and ranges in color from dark brown to dark gray. Their sensory organs, similar to eyes and ears, appear as craters and small hills. They speak no language, but they are able to communicate their emotions to other murderoids by changing the color of their skin. Lighter shades represent satisfaction and pleasure, darker shades represent hunger and anger.

Combat: Murderoids can sense creatures up to 60,000 miles away. They attack by luring living creatures to land on their rock-like skin. Once a creature is on its surface, the murderoid uses spells and its physical attacks to prevent the creature from leaving.

Each murderoid can cast *grease*, *dig*, *hallucinatory terrain*, *stone shape*, and *earthquake*, as a 14th-level spellcaster (though only three times a day). The range of the spell is the murderoid's surface and air envelope.

Murderoids usually begin their assault by casting a special *hallucinatory terrain* spell to make their surfaces appear to be paradise. Once a ship or creature has landed, the murderoid casts *stone shape* to form a part of itself around the ship or creature to prevent its escape. Additional tactics include casting *grease* or *dig* spells so creatures cannot stand, or *earthquake* so ships are damaged. After its spell assault, the murderoid attacks physically by opening up a "mouth" on its surface and biting its victim. A murderoid can create up to three mouths in each one-square-mile area, and 12 mouths over its entire form. A mouth can sustain 30 points of damage before being destroyed. It takes 30 minutes to regenerate a mouth.

Murderoids are immune to *earthquake* spells. However, *move earth* stuns a square-mile area of the creature for 1d6 rounds, and *stone to flesh* stuns a square-mile area for 1d4 turns.



Habitat/Society: Murderoids live to eat and continuously hunt for food. They consider all living things smaller than themselves fair game. They have no established territory, forever wandering space in search of food.

Murderoids are solitary creatures; only in extremely rare circumstances is a group encountered. Such groups contain juvenile murderoids, each of which is less than 50 miles long.

From an early age, murderoids learn that status is important. And status is usually measured by the number of ships a murderoid has gathered. While the bulk of a captured ship is consumed, a murderoid usually leaves a section of the ship on its skin to display to any passing murderoids. The oldest murderoids usually have the most trophies. Unfortunate spacefarers have discovered that occasionally the section of a ship which is being used as a trophy transmits a distress beacon; this beacon lures yet more spacefarers to their doom. Such beacons include flashing lights or magical items that transmit light or energy.

Murderoids mate once every 50 years. A mating results in one egg, which is laid on a small asteroid. The infant murderoid eats the asteroid and takes its place—much to the chagrin of space travelers who thought that body to be a lifeless rock. In infant stage, the murderoid is a 10-Hit Die creature and can generate only three mouths over its entire body. Infant stage lasts five years, then the creature is considered a 50-Hit Die adult.

Murderoids live to be about 6,000 years old, generally growing at a rate of one mile in diameter for every 100 years.

Ecology: Murderoids' favorite food are kindori and radiant dragons. Their natural enemies are spacelaring dwarves. Evil humanoids have been known to hunt infant murderoids, which they attempt to charm for their own malign purposes.

The skin of a murderoid can be used as spell components for *stone shape* and *hallucinatory terrain* spells.

Nay-Churr



CLIMATE/TERRAIN:	Space
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	See below
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	-2/4/7
MOVEMENT:	F1 3 (E); see below
HIT DICE:	15 to 25
THAC0:	See below
NO. OF ATTACKS:	See below
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Swallowing
SPECIAL DEFENSES:	Convulsion
MAGIC RESISTANCE:	Nil
SIZE:	H (200' + long)
MORALE:	Nil
XP VALUE:	10,000

The nay-churr (the name is singular and plural) are members of a very rare and widely dispersed species whose origin is lost in antiquity. These creatures ply the swirling eddies of the phlogiston, although they are occasionally found inside a crystal sphere. They can exist in any environment.

Body types vary slightly, but all nay-churr have certain physical properties in common. The dominant feature of the body is a rock-hard—but still flexible—stomach in the shape of a tapered cylinder when it is empty. At the end of the creature is a mouth-like opening (called the maw) that is roughly the shape of an oblong rectangle when at rest. When the creature is feeding, the maw expands to several times its normal size; in the largest varieties, the maw can be as much as 500 feet in diameter.

Differences in size (and Hit Dice) run roughly according to this pattern:

Hit Dice	Length	Maw Diam. (expanded)
15-17	200'	150'
18-21	300'	200'
22-24	400'	350'
25	500'	500'

Combat: The nay-churr does not engage in combat per se; it is virtually mindless and doesn't know anything about attacking. (A normal attack roll still applies, to see if the creature hits anything it comes into contact with.) However, it can certainly be dangerous to travelers.

The nay-churr spends its lifetime cruising through whatever environment it occupies, taking in any object or substance it happens to run across, as long as the object is small enough to fit in its maw. The object is not damaged by being swallowed; characters and ships—*to name two examples of things that can be swallowed*—can be carried around inside the creature's stomach for an indefinite length of time and then disgorged intact and unharmed. The creature's treasure consists of whatever it happens to be carrying around at the time, ranging from rocks and wreckage to undamaged and still useful items—up to and including entire ships.

The most effective way to fight a nay-churr is to simply avoid it, fortunately, because the creature moves very slowly and is very poor at changing direction, this is generally pretty easy to do. If combat is desirable or necessary (for instance, if a disabled companion is trapped inside the nay-churr), then the best approach is to strike at the sensitive area around the maw. If a nay-churr is reduced to 0 hit points by a series of hits on its maw, it immediately expels the con-



tents of its stomach and becomes inert, neither moving nor swallowing, for a period of up to several weeks.

A nay-churr attacked in this fashion is not dead. The only way to kill the creature is to strike exclusively at the stomach until it is reduced to 0 hit points—whereupon the stomach explodes 1d6 rounds later, killing the nay-churr but also causing 10d10 points of damage to anyone or anything inside it and 5d10 points of damage to anything else within 200 feet. (From the standpoint of someone inside the creature, this sort of cure be worse than the disease.)

Trying to escape by hacking through the stomach from the inside can have disastrous consequences. If the inner wall of the stomach is damaged even slightly by an attack, the nay-churr will go immediately into a state of instinctive panic and convulsion—moving forward at a rate of 18 and thrashing violently from side to side as it does so. Any objects or creatures inside it are thrown around with such force that further attacking is impossible, and the victims suffer 1d10 points of damage per round from impacts with other objects or debris.

A nay-churr does voluntarily disgorge the contents of its stomach on occasion: whenever the creature happens to be inside the air envelope of some object that it isn't capable of swallowing, such as a planet or a large ship (100 tons or more). The result is a rain of debris in the direction of the gravity plane of the planet or ship.

Habitat/Society: Nay-churr are native to the phlogiston, and this is where they are the happiest (if such a term can be used). There they can cruise endlessly, sucking up a never-ending and never-filling supply of the ether. However, they have been known to drift into wildspace through a portal in a crystal sphere (nay-churr cannot penetrate a crystal sphere on their own).

Ecology: Aside from their mindless, chaotic propensity for swallowing anything they encounter, nay-churr play no part in the ecology of the multiverse. However, if a sufficiently large piece of the outer stomach wall of a nay-churr can be salvaged after an explosion, it can be formed into a breastplate that retains its Armor Class of -2.

Phlog-Crawler



CLIMATE/TERRAIN:	Any space
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Life energy
INTELLIGENCE:	Non-(0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	6
HIT DICE:	5
THAC0:	Special
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Affected only by spells
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-7' long)
MORALE:	Fearless (20)
XP VALUE:	1,400

The phlog-crawler is a form of phlogiston entity. It takes the form of a piece of the phlogiston and enjoys total access to wildspace. It travels in both the flow and wildspace alike, in search of prey for its voracious appetite. It moves about apparently propelled simply by its desire.

The crawler, from a distance, appears to be a small cloud with eight writhing appendages (giving it a spider-like appearance) floating in space. Up close, however, the swirling, rainbow colors of the phlogiston become apparent. Because the phlog-crawler has no defined shape and no known mass, it can move freely through even the smallest cracks and crevices. Inside the phlogiston, the crawler is virtually undetectable at distances greater than melee range.

Combat: The phlog-crawler has no motivation other than hunger. Because its appetite is seemingly endless, to see a phlog-crawler is to be attacked by a phlog-crawler. The creature attacks by coming in contact with its intended prey and draining Strength from it. No type of armor offers any protection from this attack. Each round that the victim is in contact with a phlog-crawler, he must roll a saving throw vs. breath weapon. If he fails the saving throw, the victim loses 1 point of Strength. Upon reaching 0 Strength he is dead. If the victim manages to escape from or kill the crawler, he regains lost Strength at a rate of 1 point per turn.

Attacking a phlog-crawler is, at best, a difficult undertaking. Because the crawler is little more than a mist, it is immune to non-magical weapons. Even magical weapons inflict negligible damage—1 point per bonus of the weapon (e.g., a long sword +2 would inflict 2 points of damage on a successful hit).

The only other way to damage a phlog-crawler is to burn it or use spells. The former method is a dangerous prospect indeed. Any flame—magical or otherwise—coming in contact with a phlog-crawler can certainly destroy it, but it causes the creature to erupt in the equivalent of a 5-die fireball, causing damage to anyone in a radius equal to twice the length of the crawler.

Using spells to fight the phlog-crawler is a far less dangerous affair. However, anyone in contact with the crawler is also subject to any spells cast at the crawler. For example, if a 3rd-level wizard casts a *magic missile* spell at a phlog-crawler that is draining one of his companions, both the crawler and the companion would suffer the damage.



A phlog-crawler has the ability to sense open flames and will not approach them. If a flame is lit during combat, there is a 75% chance that the creature will flee at maximum speed away from the encounter. It is also unlikely to attack any large group of individuals unless it has not fed in a long while.

The phlog-crawler causes the air pocket of any object less than one ton in mass that it comes in contact with to foul and then become poisonous in half the usual amount of time.

Habitat/Society: Phlog-crawlers are found in both the phlogiston and wildspace alike. Because individuals and small groups—the primary prey of the crawlers—are unlikely to be encountered within the phlogiston, phlog-crawlers are encountered mostly in wildspace. Because of their vulnerability to ranged attacks and flames, they tend to hide among rocks and ship ruins and attack by surprise. Phlog-crawlers can survive for up to 24 hours within an atmosphere, but they rarely enter one.

Ecology: Phlog-crawlers have no diet other than the life energy of living creatures. They can sense the presence of life up to several miles away and attack any small groups of people automatically (unless they have an open flame, of course). If the creature is starved and has not fed for some time—usually after several weeks—it will attack anything without heed for its own safety.

Phlog-crawlers have no known natural enemies. Their life cycle is unknown, but some of the great sages of Toril speculate that they are virtually immortal. In some crystal spheres, captured phlog-crawlers (a very rare thing indeed) are used to make powerful potions of longevity.

Pirate of Gith



CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Rare
ORGANIZATION:	Ship/Military
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	A (N)
ALIGNMENT:	Lawful evil
NO. APPEARING:	20-40/ As ship crew
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	7-11
THAC0:	Special
NO. OF ATTACKS:	Varies
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6'-7' tall)
MORALE:	Champion (16)
XP VALUE:	Special

When the githyanki, under their liberator, Gith, freed themselves from the yoke of mindflayer slavery, this branch of the race fled not to the Astral plane, but to arcane space.

Tall, emaciated beings, the pirates of Gith appear as almost skeletal humanoids with skin varying from dirty gray to dull yellow. Long, dingy-brown hair flows down their backs and over the ornate, bejeweled arms and armor they prefer to use.

Combat: The pirates of Gith can operate as fighters, mages, or fighter/mages, with limits of 11 in each class. Typically, the highest-level fighter captains the ship. This frees all the mages (single-and multiclassed) for spelljamming or combat duty.

Clerics of Gith are occasionally encountered as well (limit of 11th level). Rarely, a fighter/cleric is encountered, almost always as the captain of its ship.

When closing with a foe, the pirates use spells and any armament their ship possesses. In melee, they use a variety of weapons, with various swords predominating.

Operating from small bases hidden on asteroids, the pirates strive to capture any ship that is larger, faster, or better armed than theirs. They feverishly attempt to capture any elven-made ships that come their way (see below). As a result, many elven armadas post large bounties on the heads of Gith pirates.

The pirates' greatest fury is reserved for the illithids, however. The pirates of Gith spare no expense to kill all mindflayers they find. No Gith pirate ever uses a captured illithid ship.

A ship's complement varies, but these numbers are a general guideline:

- 1 Captain (highest-level fighter or fighter/cleric)
- 1 Mate (highest-level fighter/mage or cleric)
- 1 Chief Spelljammer or Warlock (highest-level mage)

The rest of the crew is evenly divided among the three common class possibilities.

Habitat/Society: The pirate philosophy carries over into all aspects of life. The strongest take what they want. Each ship is very



important to its crew, as it is the primary factor in determining the pecking order in a settlement. This explains the pirates' constant quest for better ships. Each settlement is ruled by force by its best ship, or a coalition of the best ships.

Extreme isolationists, the pirates of Gith live with no other races—they may even try to commit genocide on a race that settles too close to them. Over all, despite being pirates, these Gith live a structured, militaristic lifestyle.

Every adult member of this race possesses the following magical abilities, each usable three times a day: *astral spell*, *plane shift*, and *ESP*. All function as the spell of the same name (as cast by the lowest-level caster possible). These inherent abilities also enable the pirates to pilot ships with series helms. These abilities function only in wildspace, not in the phlogiston.

The most dangerous aspect of this race is a combination of the above abilities, the properties of major and minor spelljamming helms, and the unique organic structure of the elven-made ships. When a Gith pirate is at the helm of an elven-made ship (flitter, etc.), he may use his *plane shift* and *astral spell* abilities to shunt the entire ship, and all its contents, to the Astral plane (this uses up that pirate's *astral spell* and *plane shift* abilities for the day). This gives the pirates an escape route, and it enables them to wait in known shipping lanes, astrally hidden, before returning to the Prime Material plane to launch an attack. The Gith pirates can use only elven-made ships of less than 50 tons in this way.

This special maneuver only works in wildspace, not in the phlogiston. That is certainly the reason the Gith pirates never pursue prey into that medium.

Ecology: The Gith pirates are carnivores, pure and simple. They do not care what state, short of putrefied, the meat is in. Some of the pirate bands also engage in cannibalism.

Plasman



CLIMATE/TERRAIN:	Any land, fire-based worlds, cool stars
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	9, Fl 12 (C)
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-16 or 3-18
SPECIAL ATTACKS:	Heat blast
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE	H (12' tall)
MORALE:	Champion (15-16)
XP VALUE:	8,000

Plasmen are the peculiar constructs of deranged wizards, conjured simultaneously from the elemental planes of Fire and Earth. Bizarre and completely unnatural (even from a magical standpoint), plasmen are internally at war with themselves. They take out their inner turmoil in a horrible frenzy of destruction that is usually as dangerous for their creators as for anyone else. In their rage they quickly break down into their material components of fire and earth, though some who make their way to fire-based worlds or stars can attain immortality in these places where the elemental planes of Fire and Earth are in harmony in the Prime Material plane.

A plasman is a horrifying creature, roughly man-shaped but much taller. Its exterior is a broken collection of what appear to be white-hot coals or stones, stacked unnaturally into the shape of a man. From within it burns with the fire of a kiln, the intense light and flame licking out from between the stones, dancing across its surface in a constant swirl of deadly, searing heat. Plasmen have no facial features, not even a mouth—sustenance is gained by simply merging with rock or metal, melting it and smearing it onto its body, or by absorbing flame or combustible materials (wood, oil, cloth, etc.) to feed its inner fire.

Combat: A plasman is at war with itself and with all creatures that cross its path. It shows no mercy, attacking without regard to situation, alignment, or even its own estimation of victory. A plasman's only attack is to punch with its flaming fist. If a hit is scored, the target suffers 2d8 points of crushing damage from the rock-hard fist, plus 2d6 points of flame damage. The flame damage is also incurred even by casual contact with a plasman.

Plasmen also have a special attack they can use once per turn. If the plasman spends an entire round not attacking, on the next round it can concentrate its internal fires into a blast of intense



heat. This blast attack scorches victims within five feet for 3d6 points of damage, those within ten feet for 2d6 points of damage, and those within 20 feet for 1d6 points of damage (all victims get to roll saving throws vs. spell for half damage).

In combat, a plasman cannot be harmed by weapons of less than +2 enchantment. Of these weapons, edged ones cause only half damage to the flowing, molten stones of a plasman's outer shell. Fire-based spells have no effect on plasmen. No common means of extinguishing fire on the Prime Material plane is capable of harming a plasman. Spells of magical cold and water inflict normal damage. Spells that alter stone work normally. An entire gallon of water poured onto a plasman causes 1d6 points of damage.

Habitat/Society: Once conjured, plasmen have no loyalty to their creators, attacking them as readily as anyone else. They survive for 1d6 days after their creators stop concentrating on them. After that, they collapse back into the hot coals of a wood fire, the very stuff from which they were created.

If a plasman can reach a fire-based world or a star before it burns out, it can survive there indefinitely. Still troubled and violent, it takes to the space around those places, hovering, waiting for passersby on which to vent its burning anger.

Ecology: Plasmen have little purpose in any ecosystem. They contribute only death and destruction. There are no known uses for any part of plasmen.

Plasmoid, General



Plasmoids are a group of beings that have no set shape. Space sages theorize that the simple amoeba magically developed into the various oozes, slimes, and jellies, and these in turn developed into the species of plasmoids. All plasmoids can alter their shape at will.

Plasmoid Biology: Plasmoids are extremely dexterous, able to manipulate every fiber of their being. When plasmoids sleep or lose consciousness, they lose their rigidity and ooze to conform to the area they are in. This can be a very dangerous thing for plasmoids, thus they select their sleeping chambers with great care.

Plasmoids can alter the fibers of their bodies to form interior pouches for carrying items, limbs to use as legs, arms, tails, heads, etc., and air pockets that can be squeezed to produce sound.

Their nerves are massed into groups called ganglia. These can be sensitized to detect light, heat, texture, sound, pain, and vibrations. They can partially expose their ganglia in order to adjust the sensitivity of their various perceptions. Thus, they could hear a butterfly up to 100 yards away, or totally cover these nerves to become effectively deaf. However, if they are listening to a butterfly and someone makes a noise as loud as common speech, it is very likely that this will damage their ganglia, as they do not have the built in protective responses which normal ears have. Thus they typically keep their senses at a normal (human) level and only alter them in extreme situations.

Plasmoids do not have internal organs as we know them. Their bodies are composed of fibers, generic cells, plasma-like ooze, excretion sacs, and nerves. They can manipulate their fibers to function as muscle tissue. Generic cells can form lining, covering, and cavities. The cavities are filled with carried items, acid for digestion and attack, food, drink, liquid for rigidity, and air for bodily functioning (breathing) and speech. They speak by forcing air out of tubular cavities that constrict to produce sound. The plasma is used for transportation of bodily fluids, energy to fibers, etc. Finally their tiny excretion sacs convert digested food into chemicals—acid, energy compounds, etc.

The only constant organ of a plasmoid is its brain, which is simply a giant mass of nerves like a huge ganglia.

Plasmoids breathe by absorbing oxygen through exposed plasma. Thus they must have an oozy area exposed to the air. They eat by surrounding food like an amoeba. Thus, they need no real mouths. Yet, it is not uncommon for them to form a mouth-like cavity simply to appease other races and to protect their plasma. Since they can store air within their bodies, they can "hold their breath" for up to an hour. Furthermore, their immunity to poison and other toxins enables them to treat each category of air quality as one better.

Most plasmoids have the ability to form some type of bodily coating. This coating and its use varies from one species to the next.

Plasmoids excrete by oozing their bodily waste products from pores. They tend to do this constantly, which produces an slime trail wherever they go. Since they don't detect odor, they have a hard time understanding other races' revulsion to this act.

All plasmoids reproduce by joining with another of their species, exchanging DNA material, and then at any latter time desired (from instantly to years in the future), they simply divide in half. One of the plasmoid is the original; the other is a near duplicate except it starts with only a base knowledge (whatever the parent could spare).

Plasmoids can alter their mass and weight as well as their form. This is done by absorbing a lot of food and drink and growing just as a water balloon does. They can manufacture more fibers, nerves, and cells to accommodate this larger size. Of course this takes time, just as it takes time for a human to gain weight. Shrinking is a nearly instantaneous process; the plasmoid simply

divides, leaving a blob of unwanted body material behind.

A large plasmoid can last for several months without eating but it must absorb liquids at least once a day or it will dry out (1d8 points of damage per day).

Because plasmoids can alter their fiber composition, they can also alter their strength. If they put all of their fibers into one large body muscle, they can lift massive weights.

Plasmoids are all very heavy because of their liquid content.

Combat: All known plasmoids are immune to disease and poisons of all types. Acid does not harm them unless massive quantities (a barrel or more) is used. Cold-based attacks only slow them down unless the temperature is extreme. Heat causes great damage to a plasmoid, as it dries them out. Unless a plasmoid is in a protective covering, exposure to dry environments (such as a desert) causes 1d8 points of damage every day.

Piercing weapons tend to cause little to no damage to a plasmoid, because of their plasma composition. Slashing weapons are a little more effective, while bludgeoning attacks cause full damage.

Plasmoids are capable of attacking with multiple limbs. These can wield weapons, if the plasmoid desires. Because they have tremendous control over their bodies, there is no penalty for the number of attacks listed above. However, each additional attacking limb above the indicated number causes a -2 cumulative penalty to all limbs' attack rolls. Shield-wielding limbs count as attacking limbs. Legs and other nonattacking limbs, no matter how many, don't count. Each shield lowers a plasmoid's AC by 1.

Plasmoids are usually most proficient with bludgeoning weapons, as these are most effective upon enemy plasmoids. Piercing weapons are shunned. They also prefer not to wear armor as it hampers their ability to transform. However, shields are widely used.

Habitat/Society: Most plasmoidal societies are of the clan type. There is a hierarchy among the clan, but it is rarely enforced or attended to. Plasmoids have very strong ties to others of their species. It is very rare for plasmoids of enemy camps to directly combat one another. Space sages theorize that this is because all plasmoids came from a single original plasmoid of its species and thus they are all pseudo-clones of one another.

Plasmoids love treasure and power. Thus adventuring has attracted their attention, particularly space with its endless possibilities. Plasmoids enjoy philosophical debates, storytelling, and they are commonly employed in the political arena because of their near-tireless ability to speak about nothing at great length.

Plasmoids are easily entertained and nearly as easily fascinated. They have a child-like curiosity that frequently lands them in undesirable situations. A final bad habit of plasmoids is their tendency to eat (absorb) things at random, occasionally things of importance to other beings.

Plasmoid loyalty is a thing of legend. Thus the saying, "If you want a friend to stick with you into the void, choose a plasmoid." However, this doesn't mean that they are beyond deceit.

Ecology: Plasmoids have a near scavenger-like appetite. Since they cannot taste or smell and are immune to disease, poison, and most acid, they eat virtually anything. Nondigestible matter is simply expelled at a later time. Their body acids are strong enough to eat through anything but metal, stone, and glass. In fact, the first plasmoid venture into space failed simply because they used a wooden vessel, which they absentmindedly snacked upon when bored. Plasmoids have been banished from the organic elven ships.

The only natural enemy of plasmoids is the greatly feared burbur. Of course, they generally dislike most fire-breathing creatures as well.

Plasmoid, DeGleash



CLIMATE/TERRAIN:	Non arid/Any
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Any
DIET:	Scavenger
INTELLIGENCE:	Average (8-10)
TREASURE:	K, L, M, (D)
ALIGNMENT:	Any (seldom evil)

NO. APPEARING:	1-6
ARMOR CLASS:	2
MOVEMENT:	9
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	1-4+
DAMAGE/ATTACK:	1-8 or weapon +3
SPECIAL ATTACKS:	Boom, absorb
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M-H (varies)
MORALE:	Average (10)
XP VALUE:	10,000

See "Plasmoid—General" for base information on this race.

DeGleash are large, wet blobs that favor a form resembling a bowling pin (a fat base with a narrowing upper body). They are white to cream colored and constantly sway and bob about. They prefer to use no legs, propelling themselves forward by having their bases flow over the surface. They can do this at rate of 9. They also prefer to form only enough arms for the task at hand (thus they have no arms when not trying to manipulate something). These arms tend to be short and stalk-like. They employ two ganglia masses for eyes, which they usually place high on their bodies. Their auditory nerves are usually scattered about their body. Waste constantly excretes via osmosis through their thin outer membrane. They rarely form a mouth orifice.

DeGleash can produce four arms of 18/01-18/50 strength. If all of their fibers are put into one slow muscle (not for attack) they can lift as much as 10,000 lbs. for short durations (1d4 rounds).

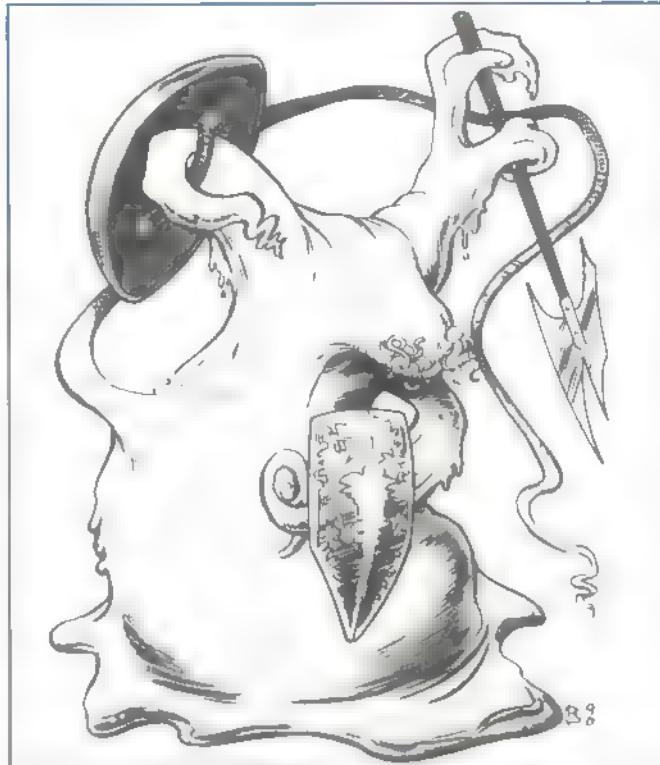
They can form appendages as fine as a $\frac{1}{16}$ inch in diameter. They can absorb or produce limbs as fast as a human can move his arm. DeGleash have such incredible control over their bodies that a net cast over a deGleash would slowly pass through its body if it desired (it just disconnects nerves and fibers where the net's strands are passing, then reconnects them afterward).

The least malleable part of a deGleash is its brain, but even that can be quickly squashed into a five-inch diameter tube that is one foot long. If a deGleash spends several hours, it can slowly string its brain out to fit through a hole only one inch in diameter (the smallest hole a deGleash can pass through).

A man-sized deGleash can stretch thin enough to reach something 50 feet in the air (large-sized ones can reach 75 feet, huge one can stretch 100 feet). To stretch this thin requires one round. Likewise a deGleash could move through a one-foot-diameter hole in a round. Smaller holes take a lot more time, up to several hours to fit through a one-inch hole.

DeGleash can secrete a calcium-based substance that quickly hardens and forms a shell around them. This is too fragile to add to their AC, but it is useful to keep them from flowing all over while they sleep. When they wake, they reabsorb the shell.

They can carry up to 1,200 lbs. of items within their bodies if the items' overall volume is a cubic yard or less. DeGleash themselves weigh 2,000, 4,000, and 8,000 lbs. (for size M, L, and H, respectively). They are incapable of jumping, but they can climb



walls with 90% success.

Combat: DeGleash can use 1d4 arms in combat with no penalties. Additional arms inflict a -2 attack roll penalty for all arms. They prefer to attack with two pseudopod fists and wield two shields (AC 0). They can strike an opponent up to 8' away with full strength (greater distances reduce the damage by 2 points per foot).

DeGleash get very excited before and during combat. It is a habit of this species to begin boozing at this time. Opponents who hear this terrible sound must roll successful saving throws vs. petrification or be struck with dread (penalties of +2 and -2 on combat rolls). If a deGleash concentrates for one round, it can release a tremendous boom that requires all within 20 feet to make saving throws vs. paralysis or become deaf for 1d20 rounds (+2 penalty to AC). Finally, deGleash can envelop enemies who are at least one size smaller than they. This requires a THAC0 roll, adjusted only by the victim's Dexterity. Once enveloped, a victim suffers 1d8 points of digestive damage per round. Furthermore, if the deGleash concentrates, it can bring its muscle fibers to bear upon the hapless foe holding him with an effective Strength of 20, causing 8 additional points of damage a round. If the victim is not held, a successful bend bars roll enables him to move; if held, three consecutive successful bend bars rolls must be made. Of course, suffocation is a problem for those enveloped as well.

DeGleash suffer no damage from piercing weapons, $\frac{1}{2}$ damage from slashing weapons, and full damage from bludgeoning weapons. Fire causes double damage. Cold-based attacks slow them by 1 per 10 dice of damage.

As with all plasmoids, deGleash are immune to disease and poison of all types. Only acid damage in excess of 30 points per round can harm them.

A deGleash's AC is due to its ability to shape its body away from an attacking blow. It can even open into a ring.

Habitat/Society: See the comments under "Plasmoid—General."

Plasmoid, DelNoric



CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Any
DIET:	Scavenger
INTELLIGENCE:	Very (11-12)
TREASURE:	K, L, M, (D)
ALIGNMENT:	Any (seldom good)

NO. APPEARING:	2-8
ARMOR CLASS:	3 (8)
MOVEMENT:	6
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1-3 +
DAMAGE/ATTACK:	1d6 or weapon +2
SPECIAL ATTACKS:	Squeal, acid
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	5%
SIZE:	S-L (varies)
MORALE:	Steady (12)
XP VALUE:	4,000

See "Plasmoid -General" for base information on this race.

DelNorics prefer a short, stocky bi- or multipedal form. Their arms and legs are usually identical. They prefer mitten like hands, round, stump-like feet, and a neckless head. They have two auditory and two visual ganglia, which they place upon their heads in the locations common to most bipeds. They also form a mouth orifice and even occasionally produce slight nose-like appendages (even though they can't smell).

What distinguishes delNorics from the other plasmoids is their covering. They can form a half-inch-thick, stiff leathery hide. This hide is simply a mesh of their body fibers that they allow to dry out. As it grows thicker, it often cracks where the delNoric bends. DelNorics usually look like they have wide strips of leather hanging off their bodies. This coating is grey to brown in coloration.

DelNorics have a lot less plasma than most plasmoids. For this reason, it takes them much longer to transform. A typical appendage requires a full turn of concentration. They cannot flow with their covering in place and thus they form legs for locomotion. With their covering, delNorics cannot form an appendage smaller than five inches in diameter. Without the covering, a one-inch-diameter appendage can be formed. If they must form fingers, they tear holes in their covering and extend unprotected appendages. A delNoric's brain cannot be squashed any smaller than a five-inch-diameter area.

DelNorics can support 12,000 lbs. for several hours when contained within their covering.

They commonly have several lip-like areas on their bodies. These open into leather coated pouches in which they keep their possessions. DelNorics are capable of carrying 1,000 lbs. of items. However, since these must be very dense in order to be of small enough volume, this amount is rarely carried.

Small-sized delNorics can stretch their bodies upward to a height of ten feet (15 feet if man-sized, 20 feet if large).

A delNoric's covering protects it from drying out, thus it can adventure even in desert climates. It also enables it to sleep while only marginally losing its form.

Combat: DelNorics can employ 1d3 appendages for attack and defense with no penalty. Each additional appendage inflicts the -2 cumulative attack roll penalty common to all plasmoids.



If they concentrate (no actions for a round), delNorics can "inhale" a large volume of air and then force it out of a small hole (often their pseudo-mouth) for the next 1d4 rounds. This causes a loud squealing sound that requires a saving throw vs. paralyzation or it inflicts 1d4 points of damage to all who can hear it within 20 feet (even other delNoric).

Furthermore, delNorics keep their supply of entire digestive acid in one internal container. They usually form a tube that exits their body in some convenient area for expelling this acid onto an opponent. This requires their full concentration. The expelled acid can be shot in a stream up to 20 feet to strike one opponent, or it can be sprayed in a mist upon all those within a cone ten feet long and five feet in diameter (at the far end). The stream causes 2d10 points of damage, while the cone causes 3d4 points of damage to each victim. The stream requires a normal attack roll for the delNoric, while the cone's victims roll saving throws vs. breath weapon for half damage. This acid-spewing attack can be used only once every hour.

DelNorics are slow to react; their AC is due mainly to their tough, thick hide. Without this covering their AC is 8.

DelNorics suffer half damage from piercing and slashing weapons, but full damage from bludgeoning weapons. Furthermore, their thick hide allows fire-based attacks to cause only half their normal damage (though double damage without the hide). Every 20 points of cold damage slows them by 1 (every 10 points if no hide). Acid in any quantity inflicts no damage.

Habitat/Society: DelNorics have a particular enmity toward Gleash, whom they call "The Soft Ones." They have taken a liking to dwarves as well as to the dwarven lust for gold.

Ecology: DelNorics eat anything, though for some unknown reason (not due to taste or smell), they have taken a particular liking to meat. DelNoric hides are sought after to make leather shields and breast plates. Such armor has half the weight of metal armor, but the same durability.

Plasmoid, Ontalak



CLIMATE/TERRAIN:	Any remote
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	When approached
DIET:	Scavenger
INTELLIGENCE:	Low (5-7)
TREASURE:	A
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	8
MOVEMENT:	3
HIT DICE:	1d6+
THAC0:	10
NO. OF ATTACKS	1 or multiple
DAMAGE ATTACK:	1-8 hull points or 1-20
SPECIAL ATTACKS:	Acid
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	10%
SIZE:	G (as per ship)
MORALE:	Champion (15)
XP VALUE:	17,000

Ontalaks can produce a covering made of fibrous material that has the density of any material from brass to cloth. They have learned to make coverings of interest to those they feed upon.

A common ontalak tactic in wildspace is to form the covering to resemble a wrecked ship. When spacelaring adventurers come along, they will often stop at the wrecked ship to investigate and plunder her. When the ontalak becomes aware of the presence of others, it waits until the ship gets close enough to attack or the crew boards it. It then attacks for the sole purpose of gaining food.

Ontalaks enter a dormant state when not in combat. In this state an ontalak can last for years between feedings.

Ontalaks can stretch their pseudopods to the limit of their air bubble. The smallest ontalak ever found had 16 Hit Dice and was the size of a wasp spelljammer; most specimens are larger.

Ontalaks create a large ball that is kept in their interiors; when a heavy concentration of ontalak acid is poured onto it, it functions as a major spelljamming helm. Ontalaks can move overland like deGleash, but this is a relatively slow process due to the ontalak's great size (movement of 3).

Combat: Ontalaks attack with giant pseudopods that come up out of the hatch, cracks in the deck, and other areas of the "ship" they form. These cause 2d10 points of damage each. The number of such pseudopods any given ontalak can create equals the average crew complement of the ship it is masquerading as. At best an ontalak can attack a single, man-sized opponent with only two of its pseudopods. These attacks are with a THAC0 of 10 because it sees its opponents via many tiny nerve endings scattered over its pseudopods like hair, resulting in a rather blurry picture.

Any attack roll of a natural 20 by an ontalak means that it has grasped its opponent. In this case, roll 1d4 to determine what it will do with the victim.

- 1 Retract the pseudopod and absorb the victim for digestion
- 2 Toss into space
- 3 Extend to edge of air envelope and drop victim (falling dmg)
- 4 Smash victim into deck and opponents (2d10 dmg)

An absorbed victim suffers 2d20 points of acid damage per round and escape is virtually impossible. Someone trapped within can attack with a dagger or smaller weapon if it is in hand.

Ontalaks can also pump their digestive acid up through a spe-



cial pseudopod that they always have ready. This pseudopod looks like a plunger and can fasten itself onto the hull of an enemy vessel. Once attached, it can cause 1d6 points of hull damage per round if it concentrates fully on the attack. Odamages often grab the ship with their other pseudopods and pull it closer.

Most ontalak pseudopods are from one to three feet in diameter, thus they can be cut off only by a *vorpal blade* or a *sword of sharpness*. To stop any one pseudopod from functioning, the entire being must be killed.

Ontalaks suffer no damage from piercing weapons, half damage from slashing weapons, and full damage from bludgeoning weapons. Fire-based attacks cause double damage. Cold-based attacks have no effect. As with all plasmoids, they are immune to poison and disease. They are also completely immune to acid.

An ontalak's ship-like covering has the same statistics as a real ship of that type (hull points, SR = 2, NR = D, and saves as soft metal). Once the hull is destroyed, the ontalak retracts all pseudopods and covers itself in a thick excretion of tar-like acid (1d12 points of damage per round of contact). It also tries to spelljam away if possible. Note that all damage upon the fake hull is calculated normally, and this damage also affects the ontalak. However, such damage is adjusted as per the Ontalak's plasmoidal properties (ballistae do nothing to it, for example).

Habitat/Society: Ontalaks rarely encounter each other except for breeding purposes. Reports say that a huge armada of ghost ships gathers in deep wildspace once a year.

Ontalaks can be found masquerading as other things, such as a wooden house in a forest, a ghost ship on the high seas, and occasionally a haunted house. Ontalaks sometimes re-absorb their covering and live in a real abandoned ship or dwelling.

Ecology: As with all plasmoids, ontalaks eat nearly anything they can digest. If an ontalak is killed, it releases an acid that causes damage to its covering equal to half its hull points.

Puffer



CLIMATE/TERRAIN:	Any space
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	15 (active only)
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-12/1-6
SPECIAL ATTACKS:	poison stinger
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Standard
SIZE:	M (12' long) active state L (20'-40' diam.) dormant state
MORALE:	Fanatic (18)
XP VALUE:	2,000

The puffer is a durable creature that can bear the rigors of wildspace for years at a time while in its dormant state. Yet, when it lands upon an asteroid or ship and becomes active, it can become a terrible killing machine, often leaving a wasteland in its wake.

In its dormant state the puffer resembles a tightly-stretched balloon—a featureless sphere floating through wildspace. It can be as large as 40' in diameter, or perhaps as small as half that, depending on how long it has been dormant. Upon close inspection, its smooth skin looks obviously different from an asteroid or other natural object.

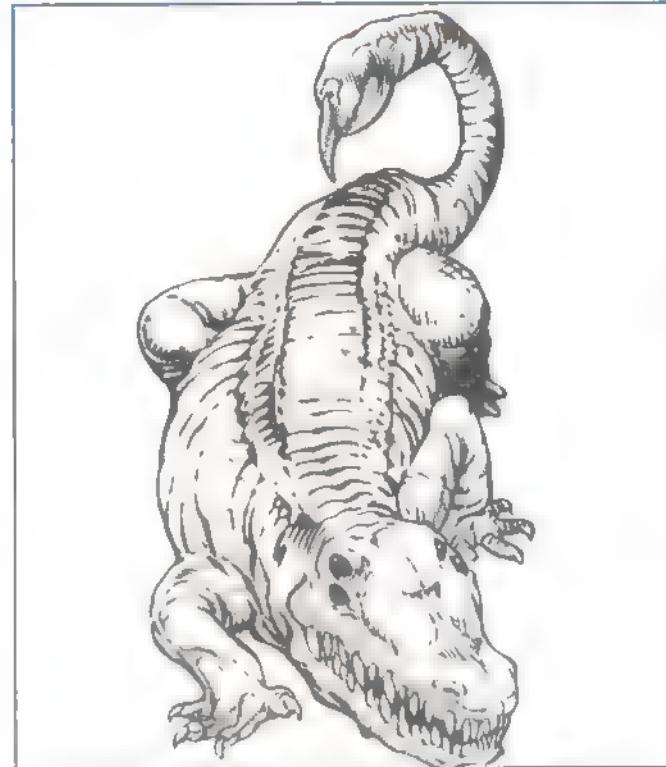
When active, the puffer resembles a cross between a crocodile and a scorpion. It has a mouthful of sharp fangs and a poison stinger in its tail, which it keeps curled over its back, ready to strike a foe in any direction.

A puffer can propel itself slowly through wildspace by exhaling a small trickle of air. It cannot approach spelljammer speed, of course, but it can sense any ship or other large object within 100 miles. The puffer slowly approaches the object and, if it can catch it, lands and immediately becomes active.

A puffer can make some 5-10 attempts to land somewhere before its supply of air is exhausted. If this occurs before it can land, the puffer dies in space without reproducing.

Combat: A puffer can fight only in active mode. It can be slain when dormant, if characters reach it in wildspace. In fact, when thus killed, its body becomes a valuable source of air. As soon as a puffer comes into contact with more than one ton of air, however, it becomes active.

The bite of the puffer inflicts 1d12 points of damage, while the stinger causes 1d6. In addition, those struck by the stinger must roll a successful saving throw vs. poison or die.



Habitat/Society: Puffers spend most of their lives in the ultimate seclusion—the eternal dark and cold of wildspace beyond the outermost planets. Once in its life, however, a puffer tries to land. After landing, it must kill some creature to serve as host for its eggs. These it lays, and then it returns to wildspace to die.

The eggs hatch three to four weeks later, releasing 1d100 tiny, active puffers into whatever environment fortune has placed them (hp 1 each, AC 10, THAC0 19).

These tiny puffers have stingers every bit as lethal as the adult's. Each of them seeks a warm-blooded animal as a victim, which they attempt to sting to death. If successful, the little puffer devours the kill, growing quickly as it does so.

After the meal, it slowly begins to inhale air, inflating until it is a dormant ball some 30-40' across. Then, with an expulsion of air, it shoots slowly into wildspace at non-spelljamming speed, where it will spend the next years or even decades.

Ecology: Puffers feed on meat, and they seek creatures of human size or larger for their kills. They can grow and lay their eggs using smaller creatures for sustenance, but it takes many of these for each activity, as opposed to one good-sized carcass of 150-200 lbs.

Puffers cannot survive the extreme of a fall from space to a full-sized planet, nor can their air-blown drives carry them from a planet into space. Thus, they confine their activities to ships, asteroids and other small objects in space.

Q'nidar



CLIMATE/TERRAIN:	Wildspace/Temperate and Subarctic
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Light and heat
INTELLIGENCE:	Low (5-7)
TREASURE:	None
ALIGNMENT:	Neutral
NO. APPEARING:	1-6
ARMOR CLASS:	-1 (3)
MOVEMENT:	Fly 16 (C); See below
HIT DICE:	6-8
THAC0:	6 HD: 15 7-8 HD: 13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Immune to heat, flame
MAGIC RESISTANCE:	Nil
SIZE:	H (12'-15' long)
MORALE:	Average(8-10)
XP VALUE:	1,400

The q'nidar are bat-like creatures that frequent the warmer areas of wildspace in search of food. They appear as gigantic bats with a semi-crystalline hide (not unlike that of the radiant dragon in appearance). The q'nidar feed on heat and light, which can be seen constantly arcing around and through them; from afar, these heat and light patterns streak behind them, resembling a vaporous trail. The dracon were the first to encounter these creatures and named them "q'nidar," or heat-eaters. The rest of the races in space usually refer to these creatures as "vapor bats."

The q'nidar have a unique form of communication: They "speak" via a thermal breath that is easily detected and understood by other q'nidar. Even though they feed on heat and light, they are not always found near heat-based celestial bodies; too much background heat confuses their senses and their speech.

Combat: Q'nidar are attracted to spelljamming ships because of the lights and activity, as well as curiosity. In the past, q'nidar would confuse ships with other vapor bats and "speak" with the ships, resulting in disaster.

The breath of a q'nidar is extremely hot. It is harmless in the void, but, when exposed to the atmospheric envelope of a ship, it ignites the air in its path and any flammables it contacts. The breath weapon is a cone of fire 30 feet long that is ten feet wide at its far end. Anyone within the area of the flame suffers 2d12 points of damage, and any flammable materials must roll successful saving throws or ignite. The breath also causes 1d3 points of hull damage (wooden and organic hulls only).

The vapor bats generally wait for fires they started to build to 5-point intensity (5 hull points of damage per round), and then they begin absorbing the heat and light from the flames. This process extinguishes the flames in two rounds. Thus, the bats extinguish put out any flames they caused, but only if given the chance. If attacked while "talking," a vapor bat will scream at the ship, causing an additional 1d12 points of damage with its breath, and an added point of hull damage. It continues to scream until it is no longer interrupted while feeding.

Habitat/Society: Q'nidar travel in a single-line formation to feed



upon the heat trails of the pack leader. Their flight in wildspace is erratic because they get confused by background thermals. The vapor bats have learned that much food is generated by talking with spelljamming ships, and thus they are commonly found along the spaceways and trade lanes of space. They are simple creatures, meaning no malice, but they are still one of the feared monsters of the void.

Q'nidar are capable of moving at spelljamming speed (SR of 3), but only after they have absorbed major amounts of heat and light. If a q'nidar is brought out of spelljamming speed by a passing ship, it needs "food" to maintain its speed, and it begins breathing on the ship to generate heat and light for its needs. Q'nidar rarely need to absorb more than 5 or 6 points of heat energy before returning to spelljamming speed.

Q'nidar are never found in the phlogiston except in their rare, crystalline form (see "Ecology"). In the phlogiston, the vapor bats' breath causes a constant fireball about the q'nidar and effectively kills them by overabsorption of heat. Q'nidar killed in the phlogiston this way have a different crystal structure, and this crystal is quite useful for creating a *crystal ball*. Q'nidar subjected to fireballs of greater Hit Dice than their own will absorb all the heat and light, forming this same crystal.

Ecology: The hides of the q'nidar make effective components of heat-and light-based spells. When heated, the scales are quite effective for extra lighting. Remains of the q'nidar are rarely encountered, outside of those killed along the tradeways.

Responding to some racial instinct, the dying q'nidar dive toward the nearest star, absorbing heat and light until their bodies crystallize fully. Often, these bodies of crystal simply get pulled into the star, but some have been recovered. The crystalline formation reacts like a spelljamming helm, absorbing not only heat and light, but magic. The crystalline remains may be carved into a small chair, creating a minor spelljamming helm.

Rastipede



CLIMATE/TERRAIN:	Any space
FREQUENCY:	Uncommon
ORGANIZATION:	Nest
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	G (R, U)
ALIGNMENT:	Neutral

NO. APPEARING:	1-6
ARMOR CLASS:	3
MOVEMENT:	15
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE ATTACK:	1-10
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Standard
SIZE:	M (6' long)
MORALE:	12
XP VALUE:	270

The rastipede is an insect-like creature that can be encountered virtually anywhere, usually accompanying a wide variety of other creatures. A rastipede has a hard shell covering its body, which accounts for its low Armor Class. This is fortunate, since their odd body shape makes it impossible for them to wear any standard type of armor protection.

Rastipedes have long lower bodies. Their eight legs enable them to scoot around very quickly. They also have a vaguely humanoid torso and one pair of arms. They strike spacefarers as a kind of insectoid centaur.

The rastipede has a pair of antennae on its head that provide it with a very keen sense of smell. This sense is so keen that the rastipede cannot be surprised by a creature behind it, as long as that creature exudes any odor whatsoever. Also, the rastipede is ambidextrous and fully double-jointed.

Combat: Rastipedes can use the full range of weapons available to humans. Their specialty is a long bow designed and used specifically by their race. This long bow has ranges of 10/20/30, and it inflicts 1d12 points of damage on a successful hit.

Rastipedes are inherently peaceful, however. This accounts for their preference for a missile weapon in combat. Also, the speed of these insectoids enables them to avoid many an unpleasant encounter.

Habitat/Society: Rastipedes are born from eggs, which are laid by a queen that reputedly lives deep within ground in a secluded cavern, wherever these creatures have nests. Rastipedes grow up with a strong sense of duty and responsibility to the nest and the community. All rastipedes are well taught in the literature of their own race, which is quite extensive, and mathematics.

A nest of rastipedes might contain anywhere from 100-600 individuals, half of which are immature, incapable of combat. The adults, however, are fanatically committed to the defense of the nest above all else.



Many rastipedes study the magical arts. About 1 in 6 rastipedes encountered is a mage of 1st through 4th level. Though no rastipede has ever been known to learn a spell higher than 2nd level, they have sufficient skill to operate a spelljammer helm. In fact, a helm operated by a rastipede performs as if operated by a mage of three times the rastipede's spellcasting level. Thus, a rastipede who casts as a 4th-level mage can operate a spelljammer helm as a 12th-level mage!

The primary interest of rastipedes, however, is trade. They commonly employ crews and hire ships to transport goods back and forth across wildspace, usually turning a profit with every voyage. Rastipedes engage in selling and buying of virtually any product, though most of them adhere rigidly to laws against smuggling or slave trafficking.

Rastipedes are favored henchmen of the arcane. Very often, characters who seek an arcane find themselves dealing with a rastipede go-between. One reason for this is the well-known bargaining skill of the rastipedes. Rumors suggest a darker, more sinister connection between the two races, but there is no evidence to indicate that any such association exists.

Ecology: Rastipedes can survive on virtually any kind of food. They need lots of water, but sunlight is apparently not a requirement of the race. Young rastipedes, born in the nest, might spend their first decade underground.

Reigar



CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Mainly day
DIET:	Omnivore
INTELLIGENCE:	Supra-genius (19-20)
TREASURE:	Any
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	12
HIT DICE:	14
THAC0:	7
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Magic use, shakti
SPECIAL DEFENSES:	Magic use, Shakti
MAGIC RESISTANCE:	45%
SIZE:	M (6'-7' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	6,000

The reigar are a near-legendary race, only rarely encountered by the average spacefaring adventurer. They are famed for their artistic prowess and fabulous command of craftsmanship.

As a people, the reigar are androgynous. Their men are very beautiful and their women are extremely handsome. They are of tall human proportions, willowy of build, with reddish-blond hair. Their natural beauty is augmented by the halo or glory surrounding each reigar. This glory is a cloud of twinkling, glittering motes that change color in random patterns. Some rumors say that this glory is lighter in color when the reigar is pleased, and darker when one is displeased. This has yet to be fully documented. This glory contributes to the reigar's tough Armor Class and high magic resistance.

Combat: Reigar prefer not to enter into combat personally, as their time is better spent in artistic pursuits (naturally). If attacked, they first send in their helots (golem-like creatures that have the same attacks as their organic counterparts: AC 2, MV by creature type, HD by creature type +2, unaffected by sleep and charm spells; helots do not have any special abilities or spell-like abilities their organic forms may possess). If that fails, they call in the lakshu. Only if the lakshu fail to defeat the opponents does a reigar deign to go toe-to-toe, as it were, with the attackers. And when it does, several hells break loose.

In combat the reigar use an item called a *shakti*. This is a small (palm-sized) statuette that resembles a figurine of wondrous power (an item rumored to have been first created by a reigar). Each shakti is designed by and for its user, rendering each one effectively a unique item. A shakti has three purposes, or forms.

First, there is its dormant form. In this state, it may be worn around the neck on a chain or cord, or hung from a kirtle or belt, or carried in a pouch or bag. Its shape is reminiscent of an animal or creature: a panther, a dragon, a phoenix, etc.

On a command word known only to the creator/user, this form transmutes into a mode of transportation. The size increases to roughly eight feet long, and the shape changes to that of the creature depicted, lying prone. The reigar may sit or stand on the shakti in this form, and by mental command will it to move or stop. This form has a movement rate of 18 and an AC of -2.

On a second command word (also, of course, known only to



the creator/user), the shakti transforms into a suit of armor and an accompanying weapon. The armor is reminiscent of the animal represented by the shakti's dormant form, as is the special attack it bestows on its wearer. The weapon can be anything from a sword to a trident to a weighted net (use weapons tables from the *Complete Fighter's Handbook* for ideas), and there is always a magical effect released in tandem with the attack. This may be merely for flash and effect, or it may relate to the damage caused. For example, a sword might emit a shower of colored light when swung at an opponent, but inflict no extra damage, or a net might paralyze a trapped victim.

The armor is always made of a metal known only to the reigar. It is harder than steel, with an Armor Class of 0 (not including any magical protections put into it by the creator). More often than not, the chest plate is decorated with an embossed head of the animal depicted by the shakti's form. As mentioned previously, this armor also bestows a special attack on its wearer. If the creature depicted is a panther, for instance, the attack might be a magical rending, performed by making a slashing motion with the arms. If the armor represents a dragon, the attack could be a simulation of that dragon's breath weapon, activated by placing the wrists together with the palms facing outward. These details are left up to the DM to create.

A third command word returns the shakti to its dormant form from either of the other forms.

Reigar shaktis work only for their creators. Should anyone else gain possession of a shakti by way of theft (not likely) or spoils of battle (less likely), that shakti is inoperable. However, it is possible that a reigar might create a gift-shakti for an adventurer who does something very, very important for the reigar—like save his life, or provide transportation (see the "Ecology" section). This kind of gift-shakti, though, is far less powerful—capable of making only one kind of transformation, no more than once per day: to vehicle, armor, or weapon (roll 1d6: 1-2 is vehicle, 3-4 is armor, 5-6 is weapon). Again, final say is up to the DM.

Reigar

Sample Shakti Statistics

Here are three known shaktis: the panther, the phoenix, and the dragon. Use these as templates for creating more as the need arises.

Panther

	Vehicle	Armor and Weapon
Armor Class:	2	0
Maneuverability		
Class:	C	N/A
Hit Points:	50	N/A
Movement:	36	N/A
Size:	L 8' long	L (8' tall)
Damage:	N/A	2d6/2d6 slashing damage; long sword +3

Phoenix

	Vehicle	Armor and Weapon
Armor Class:	2	0
Maneuverability		
Class:	B	N/A
Hit Points:	50	N/A
Movement:	39	N/A
Size:	L (8' long)	L (8' tall)
Damage:	N/A	3d6 fireball, 30-yard range, 20' radius; mancatcher

Dragon

	Vehicle	Armor and Weapon
Armor Class:	2	0
Maneuverability		
Class:	B	N/A
Hit Points:	50	N/A
Movement:	48	N/A
Size:	L (8' long)	L (12' tall)
Damage:	N/A	4d6 + 2 acid breath weapon (spurt 70' long, 5' wide); war hammer +5

Habitat/Society: Legend has it that this race taught the elves everything they know about creating beautiful items—and the elves forgot most of it. Supposedly they also taught the dwarves the same arts—with the same results. Their love of creation for its own sake was also given to the tinker gnomes of Krynn, or so it is said. (However, the gnomes did not retain the reigar's love of beauty—they seized on the creative process and took it to a technical extreme.) It is rumored that the reigar built the first spell jamming helm, and never repeated the act. Their mottoes are "Art for art's sake" and "The ends always justify the means."

While reigar are visually stunning to begin with, they are experts at heightening their already striking appearance.

Hairstyles are an expression of individuality and, of course, artistic creativity. Men and women both may wear short or long tresses, highly decorated or intricately styled or both. They ornament themselves with fine jewelry of their own making, exquisite raiment of their own design. Facial makeup and tattoos for both sexes are not uncommon. This is not a function of class status or of wealth. It is merely a fact of reigan life—one should always strive to outdo everyone else in all aspects of life, and do it with style, beauty, and élan. Their passion for artistic creativity extends to all aspects of their lives.

Reigar are consummate users of magical spells, especially those that enhance the creative process. Items such as *Nolzur's marvelous pigments* and the *lyre of building* are particular favorites. In game terms, reigar are not limited to any particular school, but illusions are not likely to be in their repertoire—reigar consider it

gauche to create something that isn't real. Any spell can be considered to have artistic merit; it all depends on the time and place. For example, offensive spells like *cloudkill* afford the artistic caster a greater enjoyment of his opponents' deaths—rather than frying instantly, as with a fireball, the poor wretches choke, writh, gasp—and beg. To a reigar, this is art at its best.

The reigar as a race have been without a homeworld for millennia. The rumored reason: Their pursuit of art for art's sake led them to the total destruction of their world, using means of warfare never heard of before or since. The search for the ultimate artistic expression of war was carried out by reigar who were off-world in their esthetics, with no regard for those remaining on the ground. This is a classic example of the reigar code of conduct—"Anything for art, nothing without style, and everyone for himself." Since this decimation of the race, and the destruction of the homeworld, the few remaining reigar have been wandering from sphere to sphere in search of artistic inspiration.

The esthetics are biological in nature, having been created by reigan wizards in the time of the Master Stroke (see the "Esthetic" entry for details). It is not known for certain whether they can be propagated, or how this could be done should an esthetic be destroyed. Each esthetic will have no more than one reigar on board, but there is a crew of helots and lakshu to take care of the mundane tasks.

The reigar are the source of many a legend in the universe. It is said that, in addition to teaching the elves and dwarves everything they know about craftsmanship, they are suppliers for the arcane. This is unlikely, as it implies repetition in creation, a bane to reigar. Art is not a repetitive process. A Reigar may well have created the first spelljamming helm, but he would not have gone on to mass-produce them. That would quell his artistic expression and prevent him from pursuing the ultimate artistic experience.

Another tale told about the reigar concerns their relationships with other races. The arcane, who look on all other races with total disdain, are said to bow to the reigar and do as the reigar tell them, without question. Similar rumors exist about the mindflayers, but these have been hotly denied by any mindlayer questioned on the subject. Still other legends would have the listener believe that the reigar created these races themselves, as an expression of their creativity and artistic license. Some go so far as to credit the reigar with the creation of humans—denied as hotly by humans as the rumor about mindlayers is crushed by that species. The neogi refer to reigar as "damn liars." One race the reigar are never credited with creating is the clockwork horrors: Reigar detest these life forms as "bad art" and refer to them as "springheads."

Ecology: Depending on which rumors are believed, the reigar have either had a significant effect on their environment (aside from blowing up their own planet, of course)—or they have done nothing but make pretty trinkets. The only unquestionable fact is that they did destroy their homeworld, and did so with weapons more powerful than can be imagined in present times. No one knows for certain whether that knowledge is retained by the reigar still in existence, but if it is, it could be very, very valuable to anyone, and dangerous in the extreme (especially in the wrong hands—like neogi hands).

Reigar are self-sufficient, obtaining their needs from their esthetics. These esthetics provide not only shelter and defenses, but nourishment and entertainment. Their crews of helots and lakshu are also sustained by the esthetics.

It is possible that a reigar could be commissioned to create an item for an adventurer or a party, but the cost would be astronomical (no pun intended). There is very little a normal adventurer could have that would interest a reigar (except transport; see the "Esthetic" entry), but flattery goes a long way toward successful negotiation.

Rock Hopper



CLIMATE/TERRAIN:	Asteroids
FREQUENCY:	Common
ORGANIZATION:	Clan/crew
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	U
ALIGNMENT:	Lawful good
NO. APPEARING:	5-12 per skiff
ARMOR CLASS:	7
MOVEMENT:	6
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Multiple bodies
MAGIC RESISTANCE:	Nil
SIZE:	S (3' tall)
MORALE:	Average (8-10)
XP VALUE:	35

Rock hoppers are small humanoids about the size of gnomes. Their backs and the backs of their arms and legs are covered with very short, white hair. A much thicker, stiffer mane of hair grows across the top of their heads. Their eyes are quite large and round, as are their faces. Their noses are small, pointy, and covered by a hard shell, almost like a beak. Overall, they have a very owlish appearance.

Typical rock hopper dress consists of a short leather skirt or kilt, a stiff vest, leather arm guards, and sandals or low boots. They always carry a variety of tools in a shoulder bag; they often wield knives or short swords.

Rock hoppers are almost never encountered far from their skiffs. If they aren't traveling, they are making repairs, camped alongside, or gathering or exploring nearby.

Combat: Rock hoppers are not combative by nature. They generally do not attack strangers unless they clearly present a threat. Given an avenue of escape, rock hoppers usually choose discretion over valor. This is not out of cowardice, but simple, honest realization of the fact that they are weaker than most other wild-space travelers.

Habitat/Society: Rock hoppers live in asteroid fields. They are nomadic, so they rarely build permanent bases. When they do, they excavate rooms and tunnels into the asteroids, often including hangars for their skiffs.

Rock hoppers build skiffs that they use to travel between the asteroids. These skiffs are not magical and do not carry spelljamming helms. Instead they are powered by propellers that operate from a turncrank attached to foot pedals. The pedalers sit on benches in much the same way that rowers sit in a Viking long-boat. A system of gears transmits their effort to a central drive shaft that runs the length of the skiff to one or sometimes two propellers at the rear. This propeller churns through the air inside the skiff's air envelope and moves the skiff forward. (Several scholars who have examined the rock hopper propulsion system have declared that it simply cannot work. These sages' only response to the fact that it obviously does work is that there is no reason why it should, and therefore it cannot.)

Using their skiffs, rock hoppers travel from asteroid to asteroid (their skiffs carry too little air for longer voyages). Upon reaching



a likely-looking spot, they raise their colorful awnings to shield themselves from the sun, explore, maintain their skiffs, and hunt.

Their main source of food is the herds of scavvers they presumably cultivated at some time in the past, but which now roam freely throughout the asteroids. The rock hoppers follow these herds on their migrations, pedalling out to hunt them with harpoons when the need arises. They hunt gray and night scavvers primarily for food, while they hunt brown scavvers for poison. They hunt void scavvers for sport and to protect themselves.

Each rock hopper skiff carries a small cask of brown scavver poison for use in special circumstances. Primarily, this is reserved for those rare times when the rock hoppers encounter a kindori. Though they do not seek out these space whales, they have been known to kill kindori with poisoned harpoons in chases lasting days or even weeks.

Ecology: Sages do not believe that rock hoppers are native to the asteroids. Rather they were transplanted there long ago by some unknown agency. It is known that they will not trade with the arcane, and many sages believe that therein lies the secret of their condition.

Rock Hopper Skiff

Built by:	Rock hoppers	Armor Rating:	9
Used Primarily by:	Rock hoppers	Saves vs:	Thin wood
Tonnage:	1/3 to 1/2 ton	Power Type:	Pedals
Hull Points:	1	Ship's Rating:	1
Crew:	12/1	Standard Armament:	Harpoons
Maneuverability			
Class:	D	Cargo:	1/4 ton
Landing—Land:	Yes	Keel Length:	16'
Landing—Water:	No	Beam Length:	6

Slinker



CLIMATE/TERRAIN:	Any
FREQUENCY:	Common
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-20
ARMOR CLASS:	7
MOVEMENT:	15
HIT DICE:	1/2
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (8" long)
MORALE:	Unreliable (2-4)
XP VALUE:	7

Slinkers are small, vaguely bird-like creatures. They stand approximately eight inches high on two hind legs. Their forelegs are short and usually held close to the body when the slinkers move, but these are also used to hold bits of food and handle small items. The slinkers' heads form out of the fronts of their bodies without the nicety of any appreciable necks. They have two closely set eyes on either side of their small beaks.

Their bodies are sparsely covered with thin, stiff hair that ranges from light red to brown to gray to jet black. Some slinkers also appear to be white with red, brown, and black spots. Some naturalists believe these were once domesticated slinkers that have returned to a wild state, though what purpose they served domestically is unknown. A short, hairless tail (approximately three inches long) trails behind each slinker.

Combat: Slinkers are nearly helpless in any sort of fight with a human-sized creature. Thus they almost always flee upon catching sight of a human or demihuman. They do not attack large creatures unless there is nowhere to run.

If backed into a corner and forced to fight, slinkers charge as one and try to swarm over their antagonist. Individually, slinker bites are painful but not very dangerous. When attacking as a group, however, they can cause serious injuries to rash characters. When slinkers attack, every slinker in the pack attacks the same target and keeps attacking that target until either it or the slinkers are dead.

If a group of PCs corners a pack of slinkers and the slinkers fight, they charge the closest character, clambering over him and burrowing under clothing and armor. The character being attacked must roll a successful Dexterity check to avoid being knocked down by the rush. Furthermore, if the number of attacking slinkers is higher than the character's Dexterity score, add the difference as a penalty to the Dexterity check die roll (If, for example, 18 slinkers rush a character with Dexterity 12, the character must add 6 to his Dexterity check die roll.) Once this initial check is made, regardless of its outcome, the character doesn't have to roll another Dexterity check again unless another pack of slinkers attacks him. If the character is knocked down, usual



attack modifiers for a prone target apply (+4 bonus for the slinkers' attack rolls).

Habitat/Society: Slinkers live in packs of up to 800 individuals. Presumably, the strongest or meanest slinker holds sway over the others, though what sort of authority it exercises is open to debate. These packs are rarely seen assembled in one place. In most cases, no more than 20 slinkers are ever encountered at once.

Slinkers are primarily scavengers, and so they prefer to live in areas where food and refuse is plentiful and there are lots of places to hide. They are quite common in cities, especially in the slums and warehouse districts of asteroid citadels (like those usually found around dockyards).

Ecology: In most respects, slinkers compete with rats and other vermin for their ecological niche. The most significant differences between them are that slinkers do not typically carry disease, and slinkers have unusually fast metabolisms, high respiratory rates, and short reproductive cycles.

If slinkers get aboard a spelljamming vessel, they begin reproducing themselves at an alarming rate. Every week, the slinker population aboard ship increases by 10 percent. This can become a serious problem if the slinkers are not controlled, because they eat a lot of food and breathe a lot of air. In one day, five slinkers eat as much food and breathe as much air as a human crew member. As their population increases, so does the rate at which they consume the ship's food supply and foul its air.

To use slinkers to their maximum effect, DMs are recommended to use Method 2 for keeping track of air quality aboard the PCs' vessel (as described on page 12 of the *Concordance of Arcane Space*). This is particularly effective if players are allowed to keep track of their own air and food supply while the DM keeps his own, secret record that accounts for the slinkers' presence.

Spider, Asteroid



CLIMATE/TERRAIN:	Asteroids
FREQUENCY:	Rare
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1-8
ARMOR CLASS:	2/7
MOVEMENT:	9, Wb 18
HIT DICE:	5+2
THAC0:	15
NO. OF ATTACKS:	6 or 1
DAMAGE ATTACK:	1-3 each or 1-6
SPECIAL ATTACKS:	Paralyze
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5' wide)
MORALE:	Average (9)
XP VALUE:	650

These ten-legged beasts build webs between asteroid rocks to trap their prey.

The asteroid spider is not truly a spider, but it has enough similarities to one that sailors have dubbed as such. It has ten legs spaced evenly around its globe-shaped body. Each is jointed like that of a spider and ends in a small hook. On the top of the globe are its sensory organs. The eyes are on stalks and there are several organs of unknown use. The beasts are all black, making them virtually invisible against most wildspace backgrounds.

The top of the globe is covered with a hard shell, like that of an insect, but the underside is soft. The mouth is in the center of the underbelly, as is the web-spinning organ. The mouth has a single hollow tooth like a syringe and suction cup lips. All in all an asteroid spider is a hideous creature.

Combat: Against the black background of wildspace, the asteroid spider is 90% unlikely to be seen. It attacks only those creatures or objects that disturb its web. The attack is made with up to six of its legs (the other four are used to hold onto the web or other surface). Each leg inflicts 1d3 points of damage. If three or more attacks in a single round are successful, the spider clings to the victim. Each round after that, the remaining legs can attack and the mouth can try to bite for 1d6 points of damage. A successful bite requires a saving throw vs. poison. Failure means the victim is paralyzed for 2d6 turns. Paralyzed victims are bundled up in webbing in a single round. The spider then carts the body off to the lair to have a more leisurely meal.

Until the mouth is trying to bite, only the top of the body (AC 2) is exposed. The vulnerable underbelly (AC 7) is held close to the web. When the mouth attacks, the belly of the spider is an easy target.

Habitat/Society: Asteroid spiders are only found in asteroid belts or in regions of space junk. They often set up a lair on the surface of a larger asteroid that has enough air to support the colony. They spin webs miles long between their lair and the nearby asteroids and space junk. These webs are strong enough to trap any



ship under 15 tons that is not traveling at spelljamming speeds. The webs are black, just like the spiders, and 90% unlikely to be seen against a black wildspace sky.

The females lay hundreds of eggs on the outside of the lair. Once the eggs hatch, it is a wild race between the hatchlings and the adults. The adults race to catch and eat the new spiders, while the hatchlings race to jump from the asteroid into space. Many of the hatchlings are eaten, while many others float away and die in wildspace. A few land on other asteroids or space junk. The hatchlings join up with other baby asteroid spiders to form a colony. When they reach adulthood, they do not accept any new spiders into the colony, attacking any hatchlings or adults that enter their territory.

Ecology: Asteroid spiders sometimes wait years between meals. They can go into a form of suspended animation, only waking up when their webbing is disturbed. In this state they use little or no air. After a meal, they expand their web a bit and then return to this catatonic state.

The asteroid spiders value the air of their victims. They spin a large cocoon of webbing within the air space of a captured ship. When completed, it is sealed and carried to the lair, where it is deflated. The colony carries the cocoon back and forth to the ship, filling and emptying it until the ship only has a thin bubble of air left.

The poison of the asteroid spider does not keep well, and hence is of little value. The webbing can be cut and coated to eliminate the adhesive qualities. The resulting ropes are very strong, but also susceptible to flames: they do not ignite and burn on their own, but melt away under a flame almost instantly.

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Special
DIET:	Nil
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Nil
ALIGNMENT:	Any evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	F 24 (E)
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-8/1-8
SPECIAL ATTACKS:	Intelligence drain, spells
SPECIAL DEFENSES:	+1 edged weapons to hit
MAGIC RESISTANCE:	25%
SIZE:	M (5'-6' tall)
MORALE:	Champion (16)
XP VALUE:	13,000

A spiritjam is the soul of an evil cleric or wizard who died while spelljamming. The spirit of the cleric or wizard remained behind when the physical body perished. The spiritjam in life could have been a drow, half-elf, or human. It moves easily through space.

A spiritjam appears as a floating, diaphanous form resembling its former human or demihuman body. A spiritjam can be easily differentiated from other undead because of its eyes, which sparkle like stars, and its hands, which have abnormally long fingers ending in claws. The hair of a spiritjam appears as a cloud-like mist that surrounds the undead creature's head.

Combat: Spiritjams envy and hate all life, especially spacefarers. They pass through the walls of ships to attack those inside. Their primary targets are a ship's spelljamming wizard or cleric and the ship's captain. By disabling these people, spiritjams hope to cripple the ship and then feeding on the rest at their leisure.

A spiritjam prefers to move through a ship's walls, remaining hidden and observing the crew until it has selected its first targets. Then it comes up behind its target and attacks with its claws. Each claw hit drains 1d3 points of Intelligence from the victim. When a victim's Intelligence reaches 0, he dies. Lost Intelligence is regained at a rate of 2 points per day.

Spiritjams prefer to attack physically because of their Intelligence-draining ability. However, when they are threatened or outnumbered, they attack with spells to put the odds in their favor. Spiritjams retain the spellcasting ability they had in life. The spiritjam has access to the spells its original form had memorized on the day of its death; the spiritjam cannot memorize additional spells. Spiritjams were usually spellcasters of 7th level or higher. To randomly determine the spellcasting level, roll 1d6 and add 6.

Spiritjams also possess a gaze weapon. Creatures meeting the gaze of a spiritjam must roll successful saving throws vs. petrification or stand paralyzed with fear for 1d4 rounds. Spiritjams are immune to petrification and fear spells.

Blunt weapons, even magical ones, cannot harm spiritjams. Only magical edged weapons can deal them any damage. Further, their magic resistance makes them terrible foes. They are turned as special undead. If a dispel evil spell breaches their magic resistance, a spiritjam is driven away for 1d12 hours.



Spiritjams can sense life within a 500-mile radius of themselves, and they can sense someone spelljamming within a 5,000-mile radius. They can attack in space at anytime, as a spiritjam is undead and therefore never rests. However, if a spiritjam travels to a planet, its activity cycle is restricted to the evening. It is further hampered because it can only attack when stars are visible outside. For this reason, most spiritjams restrict their travels to space.

A few spiritjams seek out enemies their former selves faced in life.

Habitat/Society: Spiritjams hate all life because they detest their own undead state. They make their homes on moons or barren planets near populated worlds. The spiritjams observe these worlds and the comings and goings of ships. When they have gathered enough information, they begin their attacks on the shipping lanes.

The land around the lair of a spiritjam is littered with bits of ships and the personal possessions of its victims. Once a lair is established, the spiritjam is loathe to leave it. Only driving the spiritjam away or eliminating ship travel to nearby worlds can cause it to seek another home.

Spiritjams are exceptionally intelligent and understand many languages. Many of them appreciate the finer things in life, collecting art objects and valuables from their victims.

Frequently a spiritjam's lair will have from one to three spelljamming helms. Usually these helms are damaged. The lairs sometimes resemble trophy rooms, containing objects from the ships the spiritjam attacked.

Ecology: The only pleasure spiritjams have is in killing. They are like a disease, killing without reason or discretion. As they are undead, they do not eat or gain sustenance. They have no natural predators.

Survivor

SPELJAMMER™

CLIMATE/TERRAIN:	Phlogiston
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	W
ALIGNMENT:	Neutral good
NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	0
HIT DICE:	10+
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Mind control
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	30%
SIZE:	M or S
MORALE:	Fearless (20)
XP VALUE:	3,000

Survivors are high-level, intelligent humans, demihumans, or humanoids who have been trapped in a state of suspended animation and drifting in the phlogiston for many years—often centuries, sometimes even longer. Such extreme exposure to the exotic vapors of the phlogiston works changes in the minds of the survivors, making them both more, and less, than human.

When found, a survivor is in the unusual state of suspended animation induced by the phlogiston. Its skin is gray and stony. Its clothes are at least several decades, if not centuries, out of fashion. Aside from this, it looks just like any other person would after drifting in the phlogiston for any period of time. The only remarkable thing about it is that the survivor does not awaken from its phlogiston-induced coma for more than a few minutes or hours at a time. Its flesh returns to normal within hours after exposure to air. When conscious, it accepts food and drink (soup, water, ale, etc.), but it is extremely weak and unable to stand or speak above a whisper.

Combat: A survivor does not engage in normal melee or magical combat. Instead, it gradually takes over the minds of crew members aboard the spelljamming vessel that had the misfortune to rescue it. It takes over one crew member every day (24 hours), starting with the weakest or least intelligent and working its way up to more powerful and more useful slaves. Humans, demihumans, and humanoids are all targets. The character who is being attacked this way is allowed a saving throw vs. spells, but because the process is so gradual (stretching over the full 24-hour period), there is a -2 penalty to the die roll. A character who rolls an unmodified 20 saves automatically and also becomes vaguely aware that something is amiss. Other characters who save successfully without rolling a 20 may complain of headaches, but they blame these on foul air or bad food.

Once a character is controlled, the survivor can make full use of that character's senses. It can see, hear, taste, smell, and feel anything the character can. As it acquires more slaves, it can make use of any or all of their sensory input.

At first, controlled characters don't act any differently than before. Gradually (within a week), they become sullen and withdrawn, going about their work with no humor or enthusiasm. The more slaves the survivor has, the more sullen and withdrawn they all become.



Eventually, the survivor tries to seize control of the ship. If it controls everyone aboard, this is quite easy. If it becomes aware that someone aboard is getting suspicious and it feels that its chances are good, or it senses that it may be attacked, it stages a mutiny, using whatever slaves it has to take the ship by force. Its slaves still have the full use of all their powers and abilities, and the survivor uses these as intelligently as possible during a mutiny. (If, for example, the survivor controls the ship's captain and crew, but it believes that a group of PC passengers is getting suspicious, it may simply have the captain try to calm their fears and explain that this sort of sullen behavior is common toward the end of a long voyage, thereby buying more time in which to try enslaving the PCs.)

The effect of the survivor's enslavement can be removed by the 5th-level priest spell *dispel evil*, the 3rd-level wizard spell *dispel magic* (the survivor is considered a 10th-level wizard for purposes of dispelling its control), or a *wish* or *limited wish*. Once released from the survivor's control, a former slave knows that he feels better, but doesn't know why.

Habitat/Society: The survivor has no social structure. It is almost always entirely solitary. More than one may be encountered if the DM wants to challenge an especially powerful group of PCs, but this should be reserved for extreme cases. (They may have been a pair of criminals who were lashed together and thrown overboard, for example, explaining how they managed to stay together through the years.)

Once the survivor takes control of a ship, its only goal is to acquire more slaves. The survivor can control a number of slaves equal to 10 times its Intelligence score. If it reaches a port, it may have its slaves move it ashore, where it could conceivably enslave an entire small town. Or, it may continue operating the spelljammer, taking on unsuspecting passengers at every port.

Ecology: The survivor's only desire is sensory input, which it has been starved of for so long, and it will do anything to get it.

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Uncommon
ORGANIZATION:	Hive/platoon
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average
TREASURE:	D
ALIGNMENT:	Lawful evil
NO. APPEARING:	2-12
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	3+1
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8 (Weapon)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Standard
SIZE:	M (7' long/tall)
MORALE:	Elite (13)
XP VALUE:	175

The syllix is a highly developed invertebrate, resembling a cross between a worm and a salamander. The syllix's body is segmented, tapering to a pointed tail and a worm-like head with a pair of wide, unblinking eyes. It has a long, forked tongue that is often slipping in and out of its mouth.

Unlike a worm, however, the syllix also has a two pairs of limbs. These are rubbery, tentacle-like appendages. Each of the lower limbs ends in a flat pad. The upper limbs end in six smaller tentacles that, because of their boneless nature, are even more dexterous than fingers.

A syllix can move by crawling or slithering along the ground, or by walking upright on its two rear limbs. In the latter mode its movement is reduced to half that listed above. When crawling, however, the syllix cannot use a weapon.

Syllix speak their own tongue. Some of them have learned the common language, but their speech is very sibilant, unpleasant for most other creatures to listen to. Also, their war-like nature is well known, so these creatures do not engage in a lot of pleasant chit-chat with creatures of other races.

Combat: Syllix use a variety of weapons well. They are particularly fond of specially modified light crossbows and short swords. Syllix attack aggressively and make good use of terrain, ship features, or anything else that might provide a tactical advantage.

In normal times, the syllix fight tenaciously, with a morale of 13. However, during the outbreaks of the Eruption (see "Habitat/Society"), the morale of a band of syllix improves to 15.

Syllix are eager to capture prisoners when they engage in battle with other races. Often they stage a boarding raid to acquire prisoners, then retire to their own vessel and leave.

The fate of the prisoners is not known to creatures of other races, though it is rumored to be horrible beyond belief. The common belief is that syllix require enzymes from the living brains of intelligent creatures in order to breed the mage-stars (see "Habitat/Society") that they need for space travel. Prisoners are kept immobilized, but conscious and alive, for months, often in



excruciating pain. During this time, their brains are literally sucked out of their skulls by a developing mage-star.

In space, the syllix employ vessels with spelljamming helms powered by the mage-stars. They have been encountered on several types of vessels, including squidships, hammerships, and galleons.

Habitat/Society: The syllix develop in a very small area, such as an asteroid or an island on a planet. They breed and feed until the population of their land, fleet, or asteroid reaches explosive proportions. Hermaphroditic, each syllix gives birth after it has eaten enough food. Eventually, the syllix start to give birth to a generation of blind, white young. These are called the mage-stars.

The mage-stars are syllix in every way, except that they are blind—and thus do not study nor practice combat—and they have the innate ability to activate a spelljammer helm. When these mage-stars reach maturity (after about three years), the syllix suddenly go through the great convulsion their society, and the rest of the worlds, call the Eruption.

An erupting band of syllix has one mage-starred helm of SR 6, two of SR 5, three of SR 4, and so on through six of SR 1.

Guided by their mage-stars, the syllix break out of their home-world and spread across space in an orgy of attacking, looting, and killing. No prisoners are taken when the syllix are in the midst of an Eruption. Each individual attacks with a +1 bonus to all attack rolls. Their morale is increased to the champion level.

Ecology: The syllix is a meat-eating scavenger. It can live in most climates, but it prefers those that serve as habitat for a lot of potential food. Many an island, asteroid, or small continent has been ravaged by a growing host of syllix during their breeding stage.

Symbiont



CLIMATE/TERRAIN:	Any non-cold
FREQUENCY:	Rare
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Any
DIET:	Magical emanations
INTELLIGENCE:	Animal (1)
TREASURE:	None
ALIGNMENT:	Neutral
NO. APPEARING:	1-40
ARMOR CLASS:	9
MOVEMENT:	1/4
HIT DICE:	1
THAC0:	—
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	0
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	T (1/4" diam.)
MORALE:	Nil
XP VALUE:	175

Power symbionts are the bane of all spelljamming farers. They do nothing but rob the power from various magical items on the ship. These creatures have been found on various planets, as well. This has created a dislike for spelljamming in some areas.

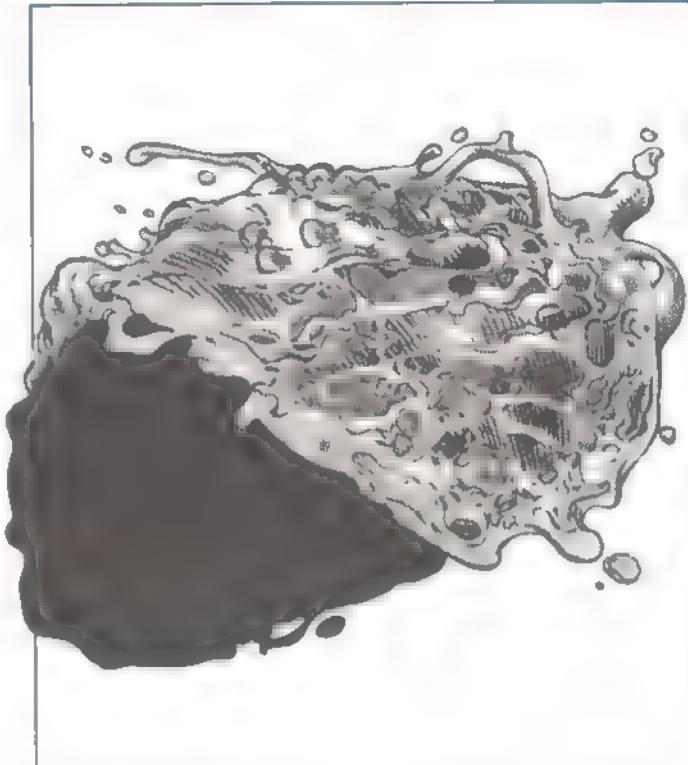
A power symbiont is a creature that looks very much like swamp fungus. It is dark brown in color, unless it is currently feeding on magical emanations (during which process it is rust colored). They breed asexually once they have grown to twice their standard size of 1/4 inch in diameter.

Combat: These creatures reflect spells cast at them back to the source, with no diminution of strength. This can be an advantage to a ship infested by power symbionts. If a ship is magically attacked and a symbiont is in the spell effect, the spell is reflected back to the attacking ship. In a case like this, neither the caster nor the attacking ship receive any Dexterity or SR bonus to the saving throws.

Habitat/Society: These creatures do not purposefully create a society. They may be found together only where there are sufficient magical emanations to warrant their numbers. Once the magical properties of the item have been drained, they abandon it.

Ecology: Power symbionts are attracted to the magical auras that they sense through wildspace. They are unable to move quickly and can only hope that the ship actually scoops them up with its gravitational pull.

Once on the ship, they begin to move about at a movement rate of 1/4, in search of magical auras. Once one is found, the symbionts head straight for it. They can sense the auras of magical items from 20 feet away. If they sense another aura as they travel toward the first, it is ignored, unless it is a stronger aura. They continue this way until they find the most appetizing item. They then attach themselves to the item and begin feeding.



Once the item has lost all charges (a power symbiont drains one charge per round; see the list below for figuring the number of charges in an item), the power symbiont dispatches 1d8 1/4" symbionts to search for another source of magical energy. The rest of the symbiont dies, hardening in one day to a hard, brown lump.

If the symbionts that have been dispatched from the drained item cannot find another magical source within one week, they traverse the gravity plane of the ship and throw themselves back into wildspace. If they happen to enter the phlogiston, they die immediately.

The total number of charges in a magical item can be computed from the following list:

- 1 charge per plus of a weapon
- 1 charge per charge of a rod, staff or wand
- 1 charge for semi-empathy
- 1 charge per Intelligence point
- 1 charge per language known
- 2 charges per Ego point
- 2 charges per primary ability
- 2 charges for empathy
- 3 charges for speech
- 4 charges for telepathy
- 6 charges per extraordinary power
- 10 charges per special purpose
- 12 charges per special purpose power

Vine, Infinity



CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Very rare
ORGANIZATION:	Single plant
ACTIVITY CYCLE:	Any
DIET:	Air (gases and moisture)
INTELLIGENCE:	Non-(0)
TREASURE:	See below
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	See below
HIT DICE:	See below
THAC0:	Nil
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Engulfs
SPECIAL DEFENSES:	Regrowth
MAGIC RESISTANCE:	25%
SIZE:	Any
MORALE:	Nil
XP VALUE:	50

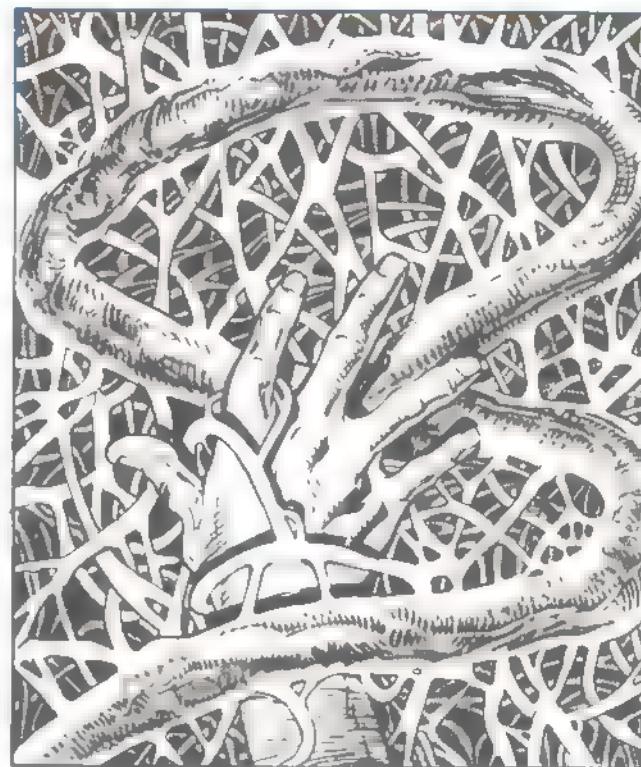
An infinity vine is a leafless, bright green plant with an extremely rapid rate of growth. It consists of an enormous number of thin, interwoven stems, all part of the same plant. Numerous bright blue flowers appear throughout the plant, each only $\frac{1}{2}$ " across. These flowers draw nutrients and moisture for the plant directly from the air itself. The plant thrives so long as it is kept within a crystal sphere's wildspace and exposed to both breathable air and to light of any kind. An infinity vine grows very rapidly, seeming to create plant material out of thin air.

Combat: The infinity vine poses a special hazard in the wildspace of many crystal spheres. Bits of this plant are often broken off and discarded from infested ships, and these dormant bits sometimes drift into the atmosphere and gravity field of a spelljamming ship. If a bit of vine falls against an air-bearing ship or other space object (including an asteroidal body of less than 100 miles diameter), the vine begins to grow outward at the rate of ten cubic feet per round. If unchecked, it eventually grows to a depth of ten feet over every surface until it completely covers the exterior of the ship or asteroid (but it does not reach into dark spaces).

The gravest danger that an infinity vine poses is that it adds to the overall tonnage of any spelljamming ship it covers, and it does so very quickly. When this plant has covered an entire ship, it will have increased the ship's tonnage to four times its original value. This has obvious and immediate effects on spelljamming procedures.

An infinity vine consumes the waste gases given off by air-breathing creatures, and it gives off large quantities of oxygen (see "Ecology"). It is harmless to living beings, though it grows around and buries slow-moving or immobile beings. Victims can tear through an infinity vine (which regrows behind them as they pass) at their movement rate in *feet per turn*, if using bare hands or sheer force. A being with claws or a short-bladed weapon (dagger or smaller) can move at double this rate, and a being with a bladed weapon at least as large as a short sword can hack through the vine at triple this rate.

An infinity vine is destroyed by any amount of direct contact with flame, and it stops growing (but stays green) if placed underwater or in total darkness. As burning is not a practical solution for clearing an infested ship, the spelljamming crew must either head for the phlogiston to scrape off every bit of dried vine, stop



in a planet's shadow out of the sunlight, or land on a large planet, where after a one-hour delay the infinity vine disappears just as quickly as it grew (ten cubic feet per round) until it has vanished.

Fire-, acid-, and electricity-based spells destroy all of the infinity vine within their areas of effect, though the vine regrows from unaffected areas. Cold-based spells cause it to stop growing for one round per hit point of damage inflicted (but only within the areas of effect). A darkness spell causes it to stop growing. *Haste*, *slow*, *entangle*, *spike growth*, *anti-plant shell*, *plant door*, *transport via plants*, and *enlarge/reduce* spells have their normal effects, though a size-altered plant immediately either grows or shrinks at a proportionately altered rate to fill its original volume. *Magic missile* spell damage is regrown almost instantly. *Plant growth* spells cause it to grow at a rate of 100 cubic feet per round (though still limited to ten feet deep over the surface it is on). *Charm plant* and *hold plant* spells can cause the vine to stop growing within the areas of effect.

The infinity vine is immune to all known plant diseases and to poisons of any form (including the *cloudkill* spell). It cannot be polymorphed, energy drained, or slain by death magic.

Habitat/Society: An infinity vine will not grow at all on planetary bodies over 100 miles in diameter, regardless of how much light or air the plant receives. When exposed to phlogiston, the plant immediately shrivels, becoming dark brown and extremely brittle. It is not dead, however, but merely dormant; if exposed to air and light in wildspace, the plant revives again, regrowing all damaged areas after a one-turn delay.

Ecology: Infinity vine, can radically transform small asteroids into havens for bizarre ecological systems. The vine expands the air envelope around any object it engulfs so that the envelope is twice as thick as it formerly was. Castaways and exiles are sometimes found on such worlds, as a steady air and food supply is provided by the vine. Infinity vine is edible, though unappetizing



Wiggle (Hurwaet)

CLIMATE/TERRAIN:	Hurwaet Any Space	Swamp Wiggle Temperate and subtropical / Swamp, bog, marsh	Salt Wiggle Temperate and subtropical ocean coasts
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Tribal ship	Tribal	Tribal
ACTIVITY CYCLE:	Any	Any/Night	Night
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Very (11-12)	Average (8-10)	Average (8-10)
TREASURE:	M, Q	D	Z
ALIGNMENT:	Neutral	Neutral	Lawful evil
NO. APPEARING:	1-6	8-15	1-8
ARMOR CLASS:	4 (5)	4 (5)	2
MOVEMENT:	9 Sw 12	9 Sw 18	6 Sw 24
HIT DICE:	3	4+1	12
THAC0:	17	17	9
NO. OF ATTACKS:	1	2	3
DAMAGE/ATTACK:	1-8 (weapon)	2-8 (weapon)/2-7 or 2-7/2-7	1-4/1-4/9-16
SPECIAL ATTACKS:	Nil	Nil	Rending
SPECIAL DEFENSES:	Fog cloud	Fog cloud	Fog cloud
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	M (6½' tall)	M (7' tall)	L (9' tall)
MORALE:	Elite (14)	Champion (15)	Champion (15)
XP Value:	120	175	2,000

The hurwaeti are an ancient humanoid race distantly related to both sahuagin and lizard men. In space, they usually function as mercenaries, common crewmen, or occasionally as pirates, traders, or salvagers operating their own ships.

Hurwaeti have thick, tough scales; these are very small, hard, and shiny, so that their dark olive-green hides look smooth and glossy (many observers mistake this gloss for dampness or slime). They have long, frog-like legs, webbed fingers and toes, and gnome-like faces with large ears, pointed noses, and long, sharp chins. Adult hurwaeti have short, sparse beards and tufts of coarse hair atop their heads. Venerable adults tend to have long beards, thicker tufts of hair, and bushy eyebrows. Adults are between six and seven feet tall and weigh from 190 to 230 pounds. A hurwaet can live for 300 years.

Hurwaeti favor simple clothing, usually long, brightly colored loin cloths, and belts and packs for carrying equipment. They detest the body paint favored by lizard men, but they like to wear lots of jewelry. Particular favorites are large earrings made from ceramics or shells, as well as arm bands and wrist and ankle bracelets.

Combat: Hurwaeti favor large shields and swords in combat. They typically arm themselves with slings or javelins for ranged combat. Although neutral, they have lawful tendencies and usually can be counted on to follow orders. Their long, powerful legs make them good jumpers; a fully-equipped hurwaet can leap eight feet straight up or 20 feet horizontally, making them good troops for boarding actions. Leaping hurwaeti working with a squad of swooping hadozee make truly irresistible boarding parties. A shield improves a hurwaet's Armor Class by 1. They can wear armor if they choose, but armor is ineffective unless it improves their Armor Class to 4 or better. Each adult hurwaet can cast fog cloud once per day, as a 9th-level caster. If faced with imminent defeat, a group of hurwaeti will use their fog cloud ability to conceal themselves and confuse enemies. They use the concealment to escape, regroup for a counter attack, or even to board an enemy ship.

Habitat/Society: The hurwaeti were once a great spacefaring race that had colonized many systems, spreading art, civilization, morality, and an philosophy favoring altruism and discipline throughout the spheres. But an ancient war broke up their empire and killed the brightest and most energetic individuals. The destruction stranded the hurwaeti colonists, leaving them to degenerate into the swamp and salt wiggles. The remaining spacefarers became impoverished wanderers, content to simply earn a living for themselves and their tribes.

Hurwaeti tribes are made up of clans, each ruled by an elder. The senior clan head—usually the oldest and wealthiest—governs the tribe. All disputes within the tribe are settled by appealing to the tribal chief. When a chief dies, a new chief is chosen by election from among the clan elders. Young hurwaeti gain wealth and status by serving on their clan ships or by venturing forth independently.

Hurwaeti speak their own archaic tongue, which features a difficult, convoluted syntax and includes hisses and clicks; most humans and demihumans find the hurwaeti tongue difficult to learn and even harder to actually speak. Lizard men, not surprisingly, usually can master it without much difficulty. Hurwaeti also speak the tongue of lizard men and whatever racial tongue is common to their tribe's home system, be it human common or a demihuman racial tongue.

Hurwaeti are generally accommodating and nonaggressive, if a bit covetous and mercenary. Nobody gets anything from a hurwaet for free. Nevertheless, hurwaeti share other races' hatred toward the neogi and are similarly hostile toward eye tyrants and illithids. This has led some scholars to conclude that the war that ended the hurwaeti empire probably was fought against all three races simultaneously. If this is the case (and the hurwaeti aren't saying), they did well to survive at all. In any event, a hurwaet will never surrender to a neogi, illithid, or eye tyrant, or to any ship that might contain members of these races; hurwaeti will do anything to avoid capture in these cases, though their usual course to doggedly fight until killed.

Wiggle (Hurwaet)

Hurwaeti usually are found as crew on other races' ships. Their ability to refresh a ship's atmosphere with the *fog cloud* ability makes them valuable members of any ship's crew. Their ability to follow orders and jump between ships makes them very useful in combat or other dangerous situations. All adult hurwaeti have spacefaring and ship handling skills.

Hurwaeti who don't own ships travel in small groups that consist of individuals of the same sex and about the same age. Such groups live, eat, and work together. If one member is mistreated or becomes dissatisfied, the whole group protests to their employer. If greatly disaffected or dissatisfied, the whole group quits the ship at the first opportunity (their personal sense of honor keeps them from inciting mutiny).

These groups usually form to earn hard cash for the tribe, though they are also on the lookout for mates. When two groups of hurwaeti of opposite sex meet, there is a 35% chance that the two groups exchange two or more individuals (their employers' objections notwithstanding). Unless they decide to jump ship because of poor treatment, the two groups serve out the terms of their voyages, then quit the ships, ignoring offers of further employment, preferring instead to return to their tribes with their new mates. About 5% of hurwaet groups form specifically to hunt for mates. Such groups stick with their ships though thick and thin until they find mates, ignoring mistreatment, privation and hardship to the limits of their endurance. Once they meet a group of the opposite sex, however, they exchange individuals 60% of the time, and thereafter are not inclined to ignore poor conditions. There are several tales of taskmaster spelljammer captains who thought they had found the perfect crew, only to find themselves short-handed after their hurwaeti crew members had a night on the town.

Hurwaeti who own their own ships use series helms for motive power. Hurwaeti build the same sorts of ships as lizard men do, when they build them at all. Most hurwaet ships are purchased or salvaged, and most are decrepit-looking craft sporting many alterations and repairs. However, hurwaeti are skilled spacers and their ships' actual condition reflects this.

Although some (5%) hurwaet ship owners are pirates, these usually are restricted to neogi, illithid, and eye tyrant space. Hurwaeti pirate ships operating in such space always have six series helms. Most hurwaet ships patrol wildspace looking for wrecks to salvage. They are particularly fond of haunting asteroid fields infested with murderoids. The hurwaeti gingerly pluck wreckage off the monsters' surfaces, often by trailing lines just long enough for the crew to leap to safety should a hungry mouth suddenly appear. Most hurwaet ships operating in dangerous space do not hesitate to offer assistance to any other non-hostile ships—for a price. A few hurwaet tribes operate ships that pick up varied cargoes of any commodity that can be sold at a profit. Some of these cargoes are converted to finished goods right aboard the ships, the most common of these being textiles, paints, dyes, and jewelry.

Most hurwaet ships carry the standard crew for the ship type. 1d6 heavily armed hurwaet warriors (plate mail, two-handed swords, and long bows), and one or two lizard man, human, or demihuman spellcasters (clerics or mages of 2nd to 5th level) for defense.

Ecology: Hurwaeti prefer to eat fresh or preserved seafood, but they are omnivores, capable of eating anything humans can, plus a few things humans would find unwholesome.

Like their distant cousins, the lizard men and the sahuagin, hurwaeti reproduce by laying eggs. However, the male hurwaet scoops

up the eggs as soon as they are laid and places them inside a special pouch in his abdomen, where the eggs incubate for about eight months before hatching. This habit usually makes it difficult for non-hurwaeti to tell the males from the females.

Swamp Wiggles

These degenerate hurwaeti live a barbaric existence as tribal hunters or occasionally brigands. In combat they use large wooden or hide shields and large clubs. They also can deliver vicious kicks with their long legs. Swamp wiggles are dexterous enough to make such combination attacks without penalty. While underwater, where their clubs are useless, swamp wiggles attack with two kicks. Swamp wiggles also employ simple missile weapons, such as slings, javelins, and darts (1/3 chance for each).

Swamp wiggle communities usually do produce a few artifacts, such as jewelry, pottery, nets, and baskets. If approached from a position of strength, they can be persuaded to trade these items, along with natural products, such as game and fish, for tools, glass beads, and other manufactured goods.

Swamp wiggles are excellent swimmers and have no difficulty squirming through mud, weeds, quicksand, and other watery hazards. This ability tends to make swamp wiggle ambushes very deadly to creatures accustomed to dry land.

Swamp wiggles reproduce the same way hurwaeti do. About 2% of all young swamp wiggles are born as larger, more aggressive salt wiggles. These evil, voracious offspring usually devour their siblings and often kill the incubating male. Once they emerge from the male's body, they scurry away to a solitary life.

Salt Wiggles

This largest and most degenerate of the hurwaeti subraces has many traits in common with the sahuagin: aggressiveness, greed, and evil cunning being chief among these.

A salt wiggle is a huge creature with a toothy, gaping maw and powerful limbs. They often are mistaken for scrags, and they are every bit as formidable, though they do not regenerate. Salt wiggles employ no weapons, attacking with their teeth and claws. If both claws hit an opponent, a salt wiggle automatically rends for an additional 1d4 + 4 points of damage.

Salt wiggles live a primitive, savage existence. They produce no goods of their own, preferring combat to trading, they do, however, enter into alliances with sahuagin, ixitzachitl, krakens, and other evil sea creatures for pay or shared profit. They tend to keep their bargains, but they are opportunistic and ally themselves with the local faction that seems most powerful. Salt wiggles also have been known to ally themselves with pirates or coastal humans.

Salt wiggles do not incubate their eggs inside their bodies; instead they hide them in weedy shallows where the sun can warm them. Salt wiggle tribes do not abandon their eggs, however, and assign one or more tribe members (not necessarily the parents) to guard them until they hatch. Once the young emerge, the guards act as nannies and teachers to the youngsters. Salt wiggles born to swamp wiggles are immediately outcast, if not killed outright. If these creatures cannot get to salt water before reaching adulthood, they haunt rivers or lakes where there is a steady supply of victims. Many make their homes under lonely bridges, where they extort tribute from passersby. Such creatures are often known locally as bridge trolls.

Wizshade



CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Phlogiston and magic
INTELLIGENCE:	Supra-genius (19-20)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1 (occasionally 1d4)
ARMOR CLASS:	0
MOVEMENT:	12, Fl 24 (C)
HIT DICE:	10
THAC0:	Nil
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	0
SPECIAL ATTACKS:	Random magic
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	25 %
SIZE:	M (5' tall)
MORALE:	Champion (15)
XP VALUE:	13,000

When a wizshade appears, first a swirling vortex of many colors about eight feet in diameter is seen. Out of this vortex rises a typical fantasy wizard (long beard, conical hat with tassels, flowing robe, etc.). However, the wizard and all of his clothes are the same (usually bright) color. The end of the robe seems to swirl into the vortex and become one with it. Wizshades can step out of their vortex and move around on foot, though this is rarely done. The movement rates are for the wizshade only, while the vortex is left behind.

A wizshade's vortex is connected via a nearly imperceptible umbilical cord that reaches into the phlogiston (if the encounter is in the phlogiston, then it opens to another area of the phlogiston). It can be closed or opened by the wizshade at will, but it remains in the same location. Thus a wizshade that leaves its vortex can be captured (which is why they seldom do so). Anyone stepping into this vortex is sucked into it and appears somewhere in the phlogiston.

Striking a wizshade causes one to conclude that they are non-corporeal, as the weapon passes right through with little resistance. They are actually composed of stuff very similar to the phlogiston.

Half of all wizshades encountered are neutral to friendly and may cast spells to aid those encountered. Others are neutral to hostile and cast spells to harm those encountered.

Combat: Wizshades cannot attack physically. However, they have a powerful but chaotic mastery of wizard spells. Each round of combat, roll 1d10. The result is the level of wizard spell the wizshade can cast. If a 10 is rolled, then the DM can select the level. Once the level is determined, roll 1d100. This is the random spell the wizshade casts. If the result is higher than the number of spells at that level, then the DM can select the spell. No matter what spell is acquired, the wizshade must cast it. All spells are instantaneous and only the final somatic gestures of the spell are required.

A wizshade can be harmed only by magic or magical items. Any spell or magical attack successfully cast on a wizshade eliminates the equivalent spell level from the wizshade for that combat. Thus, if a cloudkill spell were successfully cast at the wizshade, then it could not cast 5th-level spells for the rest of that combat. However, no damage results from such magic. If this



level of spell were rolled later in a combat round, the wizshade could not cast a spell that round. A wizshade must check morale upon each loss of a spell level. Failure means that it vanishes back into its vortex.

If a wizshade's magic resistance succeeds, it means that it has captured the energy of the spell that was cast at it. Roll 1d10 and if the result is a spell level that was been closed to the wizshade, then it is now available again.

The only way to cause damage to a wizshade is to physically attack it with magical weapons. These weapons only cause damage (all weapon and strength bonuses apply)—no special results, such as a vorpal or life stealing effect, will function.

Habitat/Society: Wizshades have a distinct ranking amongst themselves based on their color. The ranks proceed as the colors of the rainbow (violet, indigo, blue, green, yellow, orange, and red, in order of increasing rank). Status does not seem to affect any of the abilities of wizshades.

None know where wizshades come from. Space sages theorize that they are the coalescence of the phlogiston's conscience. Certainly, they are found in the phlogiston more frequently than elsewhere. However, they can be encountered anywhere, even inside the crystal spheres. Their vortices have occasionally been used to enter the phlogiston from within the crystal spheres.

Ecology: Wizshades never carry anything tangible. Even their robes, slippers, and conical hats are made of the same noncorporeal material as their bodies. Furthermore, when they are slain they vanish into their vortices, which then close. Thus no item of value has ever been gained from slaying a wizshade.

Wizshades absorb phlogiston to heal their wounds (they do not heal otherwise). The only other thing they come close to "eating" is magic, which they have a 25% chance of absorbing. They have no natural enemies or allies.

Wryback



CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	O,P,Q
ALIGNMENT:	Chaotic evil
NO. APPEARING:	2-7
ARMOR CLASS:	5
MOVEMENT:	15
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-3/1-3
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	S (3' tall)
MORALE:	Average (10)
XP VALUE:	175

Wrybacks are malicious little humanoid creatures that live by scavenging and stealing. They are named for their twisted, rubbery bodies and limbs.

Adult wrybacks are three feet tall and weigh about 50 pounds. Their skin is black or gray, sometimes with a blue or green tint. Their heads are squat and wide, with two bulging, cat-like eyes (either oily blue or sickly green), rudimentary noses with vertical nostril slits, and wide mouths filled with curved, needle-sharp teeth. Their arms are ape-like and oddly twisted. Their hands have three fingers and a thumb, and each digit is equipped with a curved, wickedly sharp, ivory claw. The legs also are short, twisted and ape-like. The feet are prehensile, having four fingers and a thumb, but with flat nails instead of claws.

Although wrybacks can manipulate objects with all four appendages, the feet usually are used for delicate tasks. Thick, rough pads on the feet and palms of the hands allow them to move almost silently (90%) and climb sheer surfaces of stone (unless completely smooth) and of wood or any other surface soft enough for the creatures to sink their claws into. Wrybacks have been seen walking on two legs, running on all fours, and even swinging from rafters or spelljammer deck beams.

Combat: Wrybacks fight with their claws, but they prefer stealth and backbiting to direct attack. Wrybacks can move very quietly and are masters of concealment; opponents suffer a -3 penalty to surprise rolls. Wrybacks are 50% undetectable even if listened or watched for. Wrybacks have only weak infravision (30-foot range), but their eyes are five times more sensitive to normal light than human eyes. This causes their eyes to glow an eerie blue in dim light. Wrybacks also have hearing even more acute than that of elves. This and their sharp eyes give them a bonus of +1 to their surprise rolls.

Wrybacks have no true bones, only thin rods of gristle surrounded by layers of smooth, tough muscle—this gives them their twisted appearance. This construction makes them resistant to falling damage (subtract 30 feet from the actual distance fallen when calculating damage) and almost immune to blunt weapons. Though they feel pain when struck by a bludgeoning weapon, their bodies tend to compress under the blow, negating damage. However, a hit with a blunt weapon can inflict 1 point of damage if the attacker rolls a successful bend bars/lift gates roll.



Habitat/Society: Wrybacks usually are found in groups, as any place capable of supporting one of the little pests usually can support at least three or four. They can be found infesting the holds of ships or spelljammers (where they stow away by hiding in the cargo or climbing aboard via mooring lines), granaries, warehouses, dungeons, ruins, sewers, and anywhere else that might attract vermin.

Ecology: The wrybacks' home system is unknown, but their habit of stowing away on spelljammers has enabled them to spread to almost every system that supports life.

Wrybacks are effective, but not subtle, thieves. Their claws and arms are well suited to grasping and prying. A lone wryback working on a door or closure for ten minutes effectively has a Strength of 16 when determining its chance to open it, provided it is not entirely made out of stone, metal, or other material that is impervious to its claws. Each additional wryback adds 2 points of Strength, to a maximum of 19.

Wrybacks have one adaptation to space—the ability to automatically *feign death* when exposed to deadly air or poison gas. Wrybacks using this ability consume no air at all; they can maintain their trance indefinitely. When exposed to breathable air, they automatically return to consciousness in $1d4 + 1$ rounds. They also have a 30% chance to voluntarily *feign death* when attacked and facing death, reawakening in 1d3 hours. An active wryback counts as half a person when calculating air consumption aboard a spelljammer.

How wrybacks mate is unknown, but they reproduce by budding. A pregnant female carries $1d4 + 1$ warts on her back for about 10 weeks, when they erupt into tiny, fully formed wrybacks (1d3 hp each); these reach maturity in about eight weeks. Wrybacks live 25-30 years.

Zard



CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon in wildspace; rare in phlogiston
ORGANIZATION:	Swarm
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Nil
NO. APPEARING:	10-100
ARMOR CLASS:	8
MOVEMENT:	2, Fl 18 (C)
HIT DICE:	1+1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-2
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (1½' long)
MORALE:	Unsteady (5-7)
XP VALUE:	65

Zards are reptiles, averaging one to two feet in length. They have eight legs, with a set of tiny, grasping claws at the end of each. These claws, like a zard's teeth, are very sharp. A thin but tough webbing runs between the creature's legs, forming a wing-like glider on each side of its body. Zards use these wings to coast through space, moving from meal to meal with little effort, though their maneuverability is quite good.

Zards rarely travel alone. Instead, they float through space, latched onto other zards with one or more of their clawed legs. Together, this swarm of up to 100 creatures seeks out food. Individual zards range in color from deep forest green to light blue, though some have been captured that are mottled and even striped, though always in the blue-green color range.

For all practical purposes, zards are blind. Over the centuries, their eyes have atrophied from lack of use in the vastness of wildspace and the phlogiston. In wildspace, zards rely on a sort of sonar to locate their meals. They emit a high-pitched, far-reaching squeal. When this noise echoes back to them after bouncing off an object, the zard swarm heads for the object, whatever it may be. Obviously, this dangerous, random feeding method helps to keep the zard population down in many areas.

Combat: Zards are not consciously malicious creatures, as their low Intelligence would indicate. However, attacks by zard swarms have often been cited as the malicious acts of various gods in a number of different systems. This is more a testament to the zards' potential destructive power than the creativity of any deity.

After a zard swarm has located an object, it follows the object until it impact. At that time, the swarm breaks up and the zards cling to whatever they hit. They then begin to devour everything and anything they can sink their sharp, little teeth into. They cause 1-2 points of damage with each bite. Though their claws are sharp, they are not large enough to do any real damage. Zards are slow-moving once they've landed, making them easy targets. However, as they are air-breathers, they do put an additional burden on a ship's air pocket. Every five zards use up the same amount of air as one human.

Habitat/Society: Wildspace holds the greatest number of zards.



Since zards breathe air, they tend to be found closer to planets, where they can get fresher air more often. They also pilfer air from ships or objects they attack. In wildspace, the swarm moves by creating a rippling, wave-like motion that propels it along, similar to a dolphin undulating through water.

Zards have also been found in the phlogiston, though they are much rarer in those environs. In the phlogiston, their wings carry them through the radiant rivers. Like other air-breathing creatures, however, their flesh turns stone-like once their air pocket is expended. They float, petrified in their swarm structure, until they run into a ship or other object maintaining an air supply. The zards instantly revive and begin their feeding frenzy.

Zard society is relatively peaceful at most times. When food is plentiful, the swarm simply drifts through its days, coupling and birthing new zards on the wing. Newborn zards are hungry from the moment they are born, and they are fully equipped to eat solid food. Zards eat anything they can chew, including wood, rope, paper, flesh, and bone. Even thin sheets of metal aren't excluded from a zard's menu.

After a few weeks of short food supply, zards have been known to prey upon each other. Whole swarms have torn themselves apart this way. This is a rare occurrence, but it does help to keep the zard population down.

Ecology: Many creatures, including all types of scavvers, prize zard meat and actively hunt swarms. This is a dangerous meal to seek, however, and many creatures have found themselves devoured by a zard swarm they were hunting.

Intelligent races, such as the giff and various types of beholders, also find zard meat quite tasty. It shouldn't be surprising, then, that a thriving trade exists in zard meat in many systems with spelljamming capability. Zards are also prized for their teeth and claws, which make excellent points for writing utensils. It is rumored the neogi use the voracious, razor-toothed little reptiles in their interrogation of prisoners.

Zodar



CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Constant
DIET:	None
INTELLIGENCE:	Unknown
TREASURE:	See below
ALIGNMENT:	Chaotic neutral (G)

NO. APPEARING:	1
ARMOR CLASS:	-8
MOVEMENT:	24 (see below)
HIT DICE:	16+
THAC0:	5
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-40/2-40 or weapon + 14 (x2)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Invulnerability
MAGIC RESISTANCE:	100%
SIZE:	M (6' tall)
MORALE:	Special
XP VALUE:	22,000

Zodar are an incredibly powerful race of bipeds. They are all identical, standing exactly six feet tall. Zodar resemble smooth, deep-black suits of obsidian plate armor. This is actually their exoskeleton, which is comprised of material that seems very similar to the crystal shells. They have no facial features except for two small slits, which sages believe are their sensory organs.

Zodar can cause speech to issue from the air about them thrice in a lifetime. Thus they select these times with great care. When a zodar speaks, it uses its words as sparingly as possible. The language used is one that all it wishes to communicate with can understand (if this is impossible, different listeners hear the speech in different languages). No hint of pain, fear, joy, or any other emotion has been issued from a zodar.

The entire internal areas of zodar are comprised of muscle fibers, thus accounting for their incredible 25 Strength. They weigh nearly 500 lbs. Though they rarely demonstrate this, zodar can perform great feats of strength, speed, and endurance. They have been seen leaping as far as 50 feet upward, moving at 48, and lifting things that even a titan would shudder at.

Combat: Zodar attack with their two arms. They rarely punch opponents, but rather grasp them and crush their bodies.

Occasionally a zodar is seen found wielding one or two weapons. These are almost always melee weapons. They suffer no penalty when attacking with two weapons.

Zodar are impervious to magic (even that which is cast to aid them). Furthermore, only physical blows cause them any obvious harm. Fire, temperature, acid, poison, submersion in water, etc., all have no effect upon them. Zodar do not defend themselves in combat except by attacking back. Their great Armor Class is due to their strange exoskeleton and may be assisted by their unusual relationship with magic.

Three times in a lifetime, a zodar can cause any one spell to occur as if cast by it. Once in a lifetime, a zodar can cause a powerful wish to occur. However, the result of this power is almost always something that is not widely known and does not draw attention to this secretive race.

Habitat/Society: Zodar can be found literally anywhere, though they avoid large crowds or other situations in which they would draw a lot of attention. They are most frequently found near the crystal shells and many space sages have postulated that they are



somehow tied to the protection and maintenance of these shells. The reigar claim to have created them as a whim, but then the reigar claim a lot of things.

They never work side by side or directly against another of their kind. There is no known ranking among their members. Further, no zodar of fewer than 16 Hit Dice has ever been encountered, though tougher ones are not uncommon. The only effect that additional Hit Dice have upon a zodar is to increase its possible hit points and XP value.

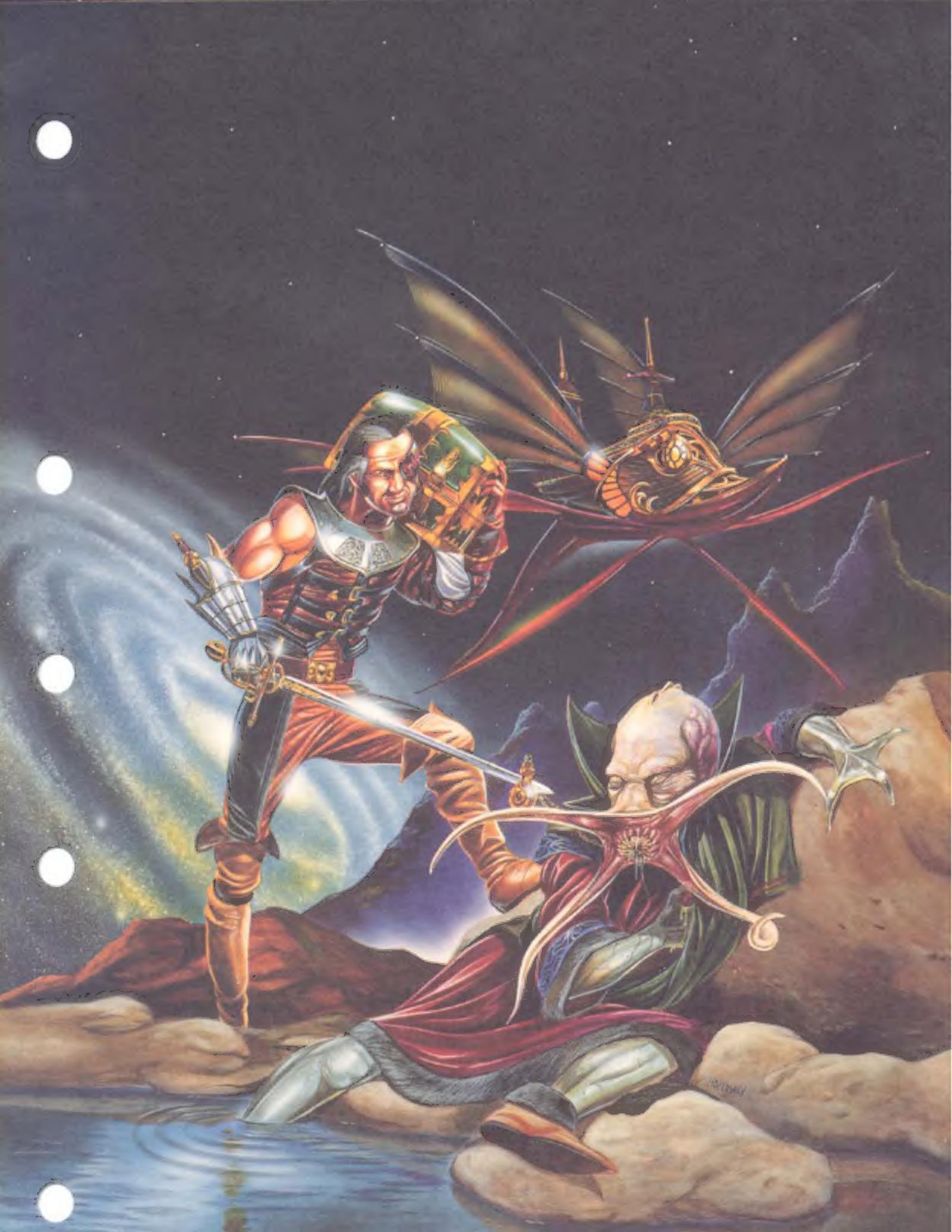
Zodar deal with all lesser races in a very aloof manner. Even if they join an adventuring party, they often walk at the back of the group and do nothing else, not even fight. More than one party has died while their zodar stood by like a mysterious black statue witnessing their end. When a zodar does perform some significant action, it is almost always surprising to those around it. A zodar may suddenly enter a fray, march toward a single victim, destroy him, and then freeze in place once the task is completed. A ship may be nearly destroyed when a zodar acts, hefting the main mast and hurling it at the enemy like a great lance.

Space sages have theorized that each zodar has a specific mission that somehow relates to the crystal spheres. It relentlessly pursues this mission, concerning itself only with things related to the mission's success. Thus, joining a party may be for the sake of passage to another place. Perhaps the party's quest somehow furthers its own mission, and it is along to aid them in times of great peril. For these reasons, it is not uncommon for zodar to be found with spacefaring beings, even very insignificant ones!

The only thing a zodar ever carries for any length of time are weapons. Even then, only two at most are found upon a zodar. These weapons are 50% likely to be magical. Magical weapons are 50% likely to be from the special weapons table.

Ecology: Zodar have no natural enemies nor do they prey upon anything. The exoskeleton of a zodar would make incredible armor. However, when enough damage is inflicted to kill a zodar, all that is left of its exoskeleton is a bunch of fragments.

Exhibit A





BROM

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Advanced Dungeons & Dragons
2nd Edition

Monstrous Compendium



Appendix



Thought you'd seen it all when you met the neogi? Threw up your hands in horror at the sight of space barnacles? Well . . . get ready for the giant space hamsters, the symbionts, and lots of other wild and weird SPELLJAMMER™ campaign monsters!

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0 46363 02109 2

ISBN 0-88038-871-4

\$9.95 US